SHADOWRUN

CATALYST game labs

A SHADOWRUN CONVENTION
MISSIONS COMPILATION

DANGER ZONES

Shadowrunning can take you all sorts of different places and give you the chance to have all sorts of different guns pointed at you. Whether you're exploring mysterious islands off the coast of Seattle, collecting bounties on the tightly guarded streets of Manhattan, or trying to survive the chaos and conflict in Bogotá, you're likely to find yourself in trouble and in the line of fire. Because that's where you're paid to be.

Firing Line collects four *Shadowrun Missions* developed especially for the large summer gaming conventions, making them available for the first time to the gaming public. The adventures have all the statistics and game information needed for both *Shadowrun, Fourth Edition* and *Shadowrun, Fifth Edition*, meaning that a wide range of shadowrunners will have everything they need to dive into the adventures and get themselves in some high-paying trouble!

SHADOWRUN MISSIONS

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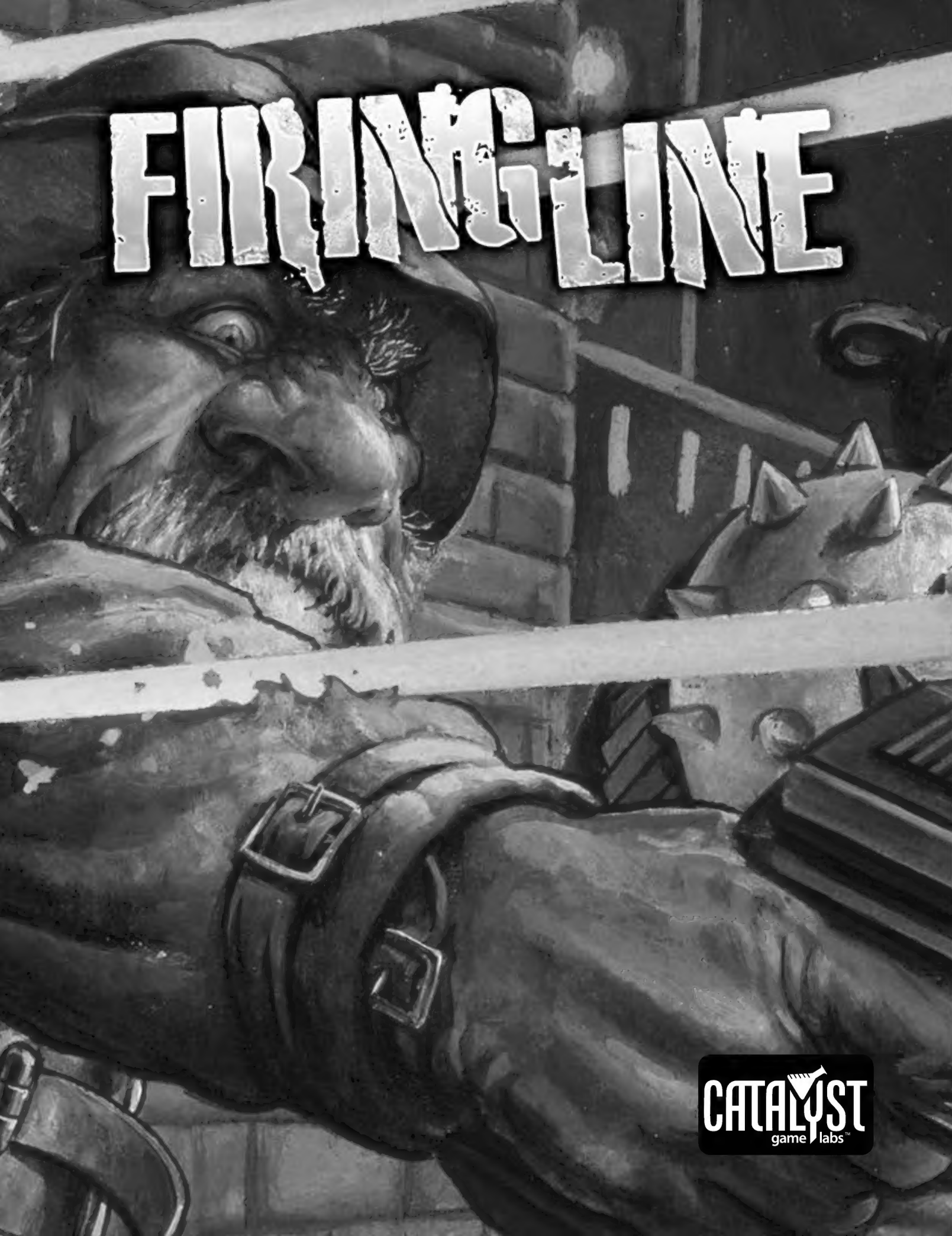
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Dedication: To my wife, who puts up with me. And to my mother, who bought me my first game some thirty-plus years ago. She encouraged a growing imagination and lots of sci-fi. Love you mom and thank you for the Red Box.

–Rob McKittrick

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INTRODUCTION

The following adventures were part of the *Shadowrun Convention Missions* and were first run at various conventions and tournaments. Full information on *Shadowrun Missions* is available at shadowruntabletop.com/missions, including a guide to creating *Missions* characters and a regularly updated FAQ. Player handouts and other playing aids are found at the end of this book.

PREPARING THE ADVENTURE

The adventures are intended for use with *Shadowrun, Fourth Edition* and *Shadowrun, Fifth Edition*, and all character and rules information refers to the fourth edition of the *Shadowrun* rules.

Adventure Structure

The adventures consist of several scenes. These scenes form the basis of the adventure, which should be completed in approximately four hours. If you are running short on time, you should streamline each and be a little more generous with clues, target numbers, and other requirements to aid in guiding the players through the adventure.

Each scene outlines the most likely sequence of events, as well as how to handle unexpected twists and turns that inevitably crop up. Each one contains the following subsections, providing gamemasters with all the information necessary to run it.

Scan This provides a quick synopsis of the scene's action, allowing you to get a feel for the encounter at a glance.

Tell It to Them Straight is written to be read aloud to the players, describing what their characters experience upon entering the scene. You should feel free to modify the narrative as much as desired to suit the group and the situation, since the characters may arrive at the scene by different means or under different circumstances than the text assumes.

Behind the Scenes covers the bulk of the scene, describing what's happening, what the non-player characters are doing, how they will react to the player characters' actions and so forth. It also covers the setting of the encounter, going over environmental conditions and other properties of the location as well as providing any descriptions of important items.

Pushing the Envelope looks at ways to make the encounter more challenging for experienced or powerful characters and other ways you can add some "extra spice" to the scene. This subsection should usually only be used for home games, or games where time is not a factor. At most convention and Open Play events, gamemasters should omit this information. It adds to the scene, but does not contain important information.

Debugging offers solutions to potential problems that may crop up during the encounter. While it's impossible to foresee everything that a group of player characters might do, this section tries to anticipate common problems and provides suggestions for dealing with them.

RUNNING THE ADVENTURE

Gamemastering is more of an art than a science, and every gamemaster does things a bit differently. Use your own style when it comes to preparing and running the adventure and do whatever you feel is best to provide the best Shadowrun game for your players. These adventures were designed to run in a standard four-hour convention time slot.

Please keep this in mind when running the adventure. When running at a convention, you should leave at least 15–20 minutes at the end of the time slot to complete any necessary paperwork and pass out the players' Debriefing Logs. Make sure that you have enough copies of the Debriefing Log for this adventure to give one copy to each player after running the adventure. This section offers some guidelines you may find useful in preparing to run any Shadowrun Missions adventure.

Step 1: Read The Adventure

Carefully read the adventure from beginning to end. Get a feel for the overall plot and what happens in each scene. That way, if something different happens, you won't be caught off guard and can smoothly adapt.

Step 2: Take Notes

Take notes for yourself while reading through the adventure that you can refer to later on. Possible things to note include: major plot points, so you can see them all at a glance, the names of various non-player characters, possible problems you notice, situations where you think a particular character can shine and other things you'll want to keep in mind while running the adventure.

Step 3: Know the Characters

Prior to the start of the adventure, examine the PCs' record sheets and Debriefing Logs for your reference and have basic information about their important abilities handy so you can refer to it during play. Also go over the characters and keep their previous events listed on the Debriefing Logs in mind when determining non-player character actions in various scenes if such a dynamic has been included.

Step 4: Don't Panic!

Gamemastering involves juggling a lot of different things. Sometimes you drop the ball and forget something or just make a mistake. It happens, don't worry about it. Nobody is perfect all of the time and everybody makes mistakes. Just pick up from there and move on. Your players will understand and forget about it once you get back into the action.

GENERAL ADVENTURE RULES

Shadowrun Missions adventures use the rules presented in *Shadowrun, Twentieth Anniversary Edition* (*SR4A*) or *Shadowrun, Fifth Edition (SR5)*. Standard rules such as success tests, the Rules of One and Six, and other common mechanics are described in *SR4A* and *SR5* and are not repeated in this adventure.

Please keep in mind when preparing for the adventure that the PCs will not necessarily comprise a balanced party. It's entirely possible that the party will be made up entirely of technomancers or back-to-nature shamans. If the characters run into a brick wall

because of such complications, show flexibility and use your judgment in how you lead them back to the plot.

Non-Player Characters

Non-player characters (NPCs) are essential to any adventure. They are the allies, antagonists, and background characters in the adventure that interact with the player characters. NPCs in this adventure have already been created and can be found throughout the adventure.

Minor NPCs are found in the individual scene that they appear in, and generally have a brief write up, noting only their important skills and the gear they are carrying. Note that their dice pools are pre-calculated to save the gamemaster time.

Major NPCs can be found in the **Cast of Shadows** at the end of the adventure, and have more detailed write ups including most of the skills and gear they possess.

The NPCs in this adventure should generally stand up to the average player character but may need some adjustment to suit a particular group of characters, especially a more experienced and powerful group. The scenes and NPC descriptions offer tips on adjusting the NPCs to suit the abilities of the characters in your group. To adjust the power level of an NPC, refer to the Prime Runner Creation and Advancement Table (p. 285, *SR4A*, or p. 64, *SR5*). Take the player characters' abilities into consideration when assessing the NPCs in this adventure and modify them accordingly.

Mission Difficulty

Gamemasters are encouraged to use their own judgment, and to adjust the difficulty of the encounter to take into account the abilities of the players. If the players have no magical support, replace magical defenses with mundane ones. If the players are weak on combat, reduce the number of enemies by one or two. Conversely, if they're steamrolling the opposition, add one or two enemies to the fight. Missions should be a challenge to the party, but never be insurmountable for a team playing it smart.

A Note on Commlinks

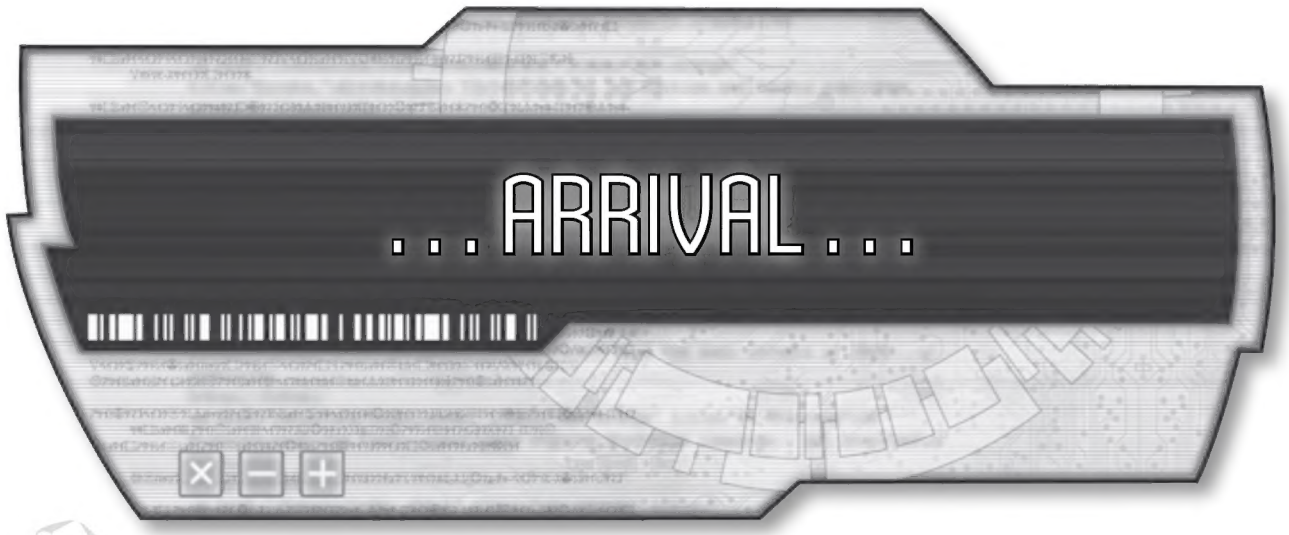
By the 2070s, commlinks have become a universal appliance. Because just about every NPC is going to have one, they won't always be statted out in the adventure text. For NPCs who do not have a statted commlink, assume it has all necessary ratings at 3. These commlinks will not contain any valuable paydata.

Paperwork

After running a *Shadowrun Missions* adventure, if they are being run at a convention, there are several important pieces of paperwork that need to be filled out.

The first is to make certain to distribute a copy of the adventure's Debriefing Log to each player. As the gamemaster, please make certain to fill this out and sign off on it for each character. In the interests of time, you may have each player fill out the sections, with appropriate values that you give them. Please consider the PCs' actions in the scenario when providing Reputation modifiers, per those rules (p. 265, *SR4A*, or p. 372, *SR5*).

The second is to make sure that all players have updated their character's calendar. PCs are allowed to go on one run per week. The calendar is used to track the character's monthly lifestyle expenses, adventures, and their downtime exploits.



SCENE 0: NEW KIDS IN TOWN

SCAN THIS

This scene is designed to transport runners from any campaign into these convention mission settings.

TELL IT TO THEM STRAIGHT

(Select one of the options below to get the runners to the necessary location if they aren't already there.)

Option A

Two days ago, your fixer set you up on an out-of-town job. It sounded simple, a bodyguard mission for some high-ranking salaryman. Your travel was arranged and they even managed to smuggle your gear in. It's never that simple, though, and by the time your plane touched down at Sea-Tac Airport, your mark had already been taken out. Without a job to do, you picked up your gear, grabbed a hotel and decided to see the sights; blowing the meager retainer you'd been given for making the trip. After all, you're shadowrunners, this is Seattle—this town gave birth to the shadowrun.

So for the last couple days, you've been on vacation. You've visited Underworld 93 and Club Penumbra, stopped to check out the ACHE, cruised by the Redmond Barrens (wearing full body armor and holding your guns firmly in hand), beat up a few Scathing Reptiles, and even visited the infamous Crime Mall. You were out late last night after bribing the doorman to let you into the third level of Dante's Inferno, and you had planned to sleep it off before heading back home today.

However, it's barely noon when your commlink buzzes. You flip it on and see the face of your friendly neighborhood fixer.

Option B

Your last run was a resounding success/failure, and the heat from the corps is picking up as they investigate. Your fixer thinks this might be a good time to lay low out of town. Seattle is nice this time of year, and he knows how to get you some work while you're there.

Option C

Riots are entertaining. Riots you started, not so much. Leaving town just seemed like a logical choice. Your fixer says he can get you work anywhere. So out of town you go. Next stop Seattle, the city that started shadowruns.

Option D

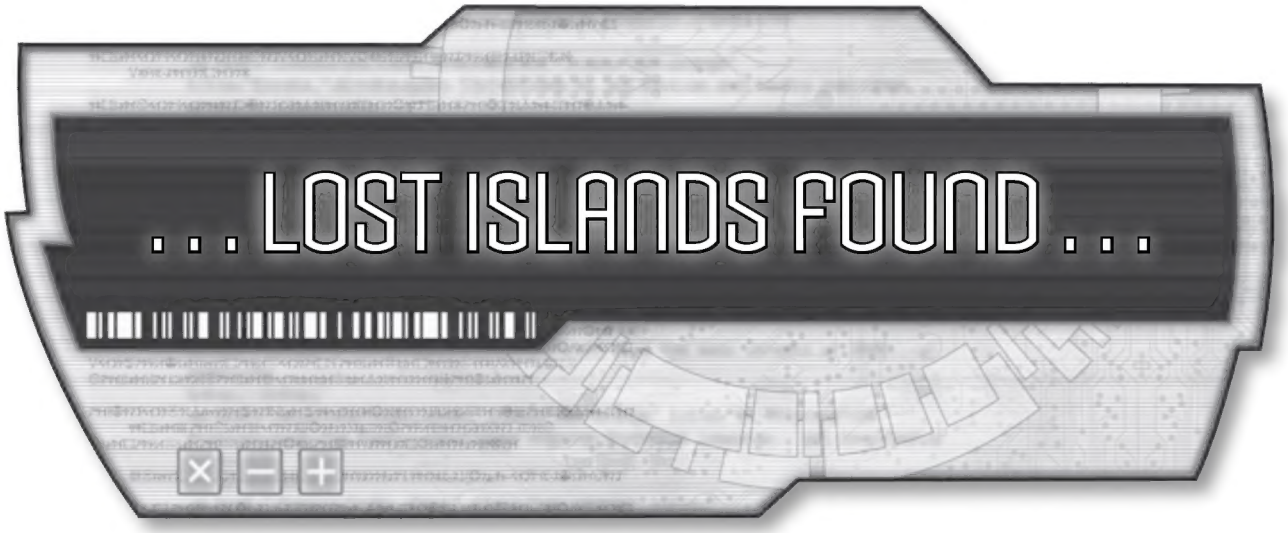
The job was supposed to be cake, VIP protection for some local rapper. Everything was locked in, chartered flight for you and your gear, transport once you arrived, valet service. It was going to be nice for once.

Then a damn Pineapple Express blew in from the coast and your flight got delayed. By the time it finally started boarding your fixer commed you the bad news: The J was short on time and had to look for other talent to keep his VIP safe. Drek!

Well the good news is that you're in Seattle with all your toys, and your fixer promises that he'll find you some work that'll make it worth your time.

BEHIND THE SCENES

This is just a transition for players bringing their characters in from other campaigns. Modify it to fit your party, particularly if the runners are already in Seattle following a different mission or already live in the Metroplex.



Urgent Message...

NEWSFEED

Newsnet Breaking Bulletin!
Posted 13:12:19/06-17-75 by Joe Martin
Atlantis Rising?

Twenty miles northwest of Seattle, sitting astride the border of UCAS and the Salish-Shidhe Council, a small chain of islands mysteriously appeared less than an hour ago. Speculation is rampant as to what these islands are and what their appearance portends. Thus far, no one has been able to get close enough to examine them. The islands were detected by satellite as they appeared, but within minutes they were obscured by a sudden localized storm that appeared over them. Winds in excess of one hundred kilometers per hour have prevented any aerial surveillance of the scene.

KSAF STREAMING NEWSFEED

@03:12:44/06-18-75

The islands that appeared in the middle of the Puget Sound continue to defy examination. The islands have been dubbed the "Atlantis-Seattle Chain." At present, all attempts to scout the chain have failed due to a strange astral haze surrounding the islands. The violent storms that gathered almost immediately after the islands appeared have made approaches by air or sea dangerous, and the UCAS Navy has declared the area off-limits until they can determine more.

NEWSNET BREAKING BULLETIN!

Posted 12:33:09/06-18-75 by Joe Martin
Atlantis-Seattle Islands Unassailable?

After eighteen hours, the Atlantis-Seattle island chain has remained an enigma. Hurricane-force winds and storms have prevented ships, planes, and drones from approaching the islands, and sources in the UCAS Navy are now saying that some kind of manastorm also surrounds the island, preventing approach by spirits or astrally projecting mages. Aztechnology, the Draco Foundation, the Atlantean Foundation, Ares, and several other corporations have petitioned the UCAS military to allow them to attempt passage. So far, they have have been refused. The UCAS Navy is maintaining a kilometer-wide perimeter around the islands. Likewise the Salish-Shidhe has set up a patrol on their border, watching, many believe building up their own island assault team, though treaty violations will ensue when this happens.

Rumors abound about what is on the islands, with claims ranging from a lost civilization of ancient origin to Dunklezahn's lost lair. Several groups in the Seattle area have emerged to support some of the more outlandish theories surrounding the islands.

MISSION SYNOPSIS

A small chain of islands, one of which is about two kilometers across, with several others less than half a kilometer in diameter, have suddenly appeared about forty kilometers northwest of Seattle in the middle of the Sound. Satellites were able to film the islands for less than three minutes before a near hurricane-like storm appeared around the islands, obscuring them from view. Likewise, a severe manastorm has prevented astrally projecting mages or sprits from approaching the islands. The UCAS Navy has blockaded the islands to prevent anything from getting in or out. The islands are an alchera, a magical construct that will only last a short time, a magical echo of a chain of islands that existed thousands of years ago.

Tyssa Miller is an up-and-comer at the Atlantean Foundation, and she knows that getting a research team on the islands would gain her a lot of prestige and recognition within the foundation. She started working on arrangements to get to the "Atlantis-Seattle Island Chain" (as the media has dubbed it) almost as soon as they appeared. There's an archeologist at the University of Washington that Tyssa has been keeping an eye on, Professor Jackson McKay. He has some theories about the nature of Atlantis, the metaplanes, past cycles of magic, and how they all interconnect. He's brilliant, but arrogant, egocentric, and utterly obsessed with his work. He has thus alienated most of his colleagues. Tyssa believes his theories may have some value, and when the alchera appears, she decides that McKay is the perfect person to lead her research team. The professor tends to get absorbed in his research and doesn't leave his lab for days on end. And so far she's been unable to contact him. She's also heard rumors that a local cult believes that the islands are sacred ground and are attempting to prevent anyone from setting foot on them.

Tyssa has a contact in the UCAS Naval Command that's arranged for a hole to be opened in the blockade in exactly thirty-six hours. She decides the easiest way to handle the situation is to contact a team of shadowrunners to extract the professor from his lab and sit on him for 30 hours to protect him. This should be a cakewalk, since the university has minimal security and the professor won't put up much of a fight. However the Knights of the Dragon, a militant, fanatical splinter faction of the Children of the Dragon, believe that the islands are the home to Dunklezahn's ascended spirit, and they have moved to protect the islands from trespassers. They've gotten wind of Tyssa's plan and plan to counter it by removing the research personnel Tyssa wants to recruit.

The runners get Professor McKay but are immediately attacked by the Knights of the Dragon. Fighting them off, they hole up for a day and are forced to fend off at least one other attack by the Knights. They then deliver the professor to Tyssa and receive a second job offer: Tyssa would like some extra protection for the expedition. She has a team of mercenaries already going, but she wants the runners to provide additional support.

When the team arrives at the islands, they find a series of mysterious ruins. The professor is as giddy as a schoolboy, and the expedition sets up a basecamp and gets to work examining (and looting) the ruins. The players begin to see things out of the corner of their eyes, beautiful things, but when they try to look at them directly, they see only ruins. They get a sense that they are seeing into the past or another world. Then they start hearing

voices telling them to leave, that it is not safe. After a day of this, the ruins begin to flicker. What they see out of the corners of their eyes becomes more real, and what they think of as real starts becoming the vision in the corner of their eyes.

The professor approaches the team. He informs them that he thinks the alchera is unstable, and he insists on getting to a safe distance, by which he means on the boat. At about the same time, more Knights of the Dragon attack. The opposition has arrived on the island and is now eliminating the competition. The runners have to defeat the other team and escape toward the boat with the remnants of the expedition as the ruins flicker away, hopefully trapping the opposition on the other side.

SCENE 1: BABYSITTING DETAIL

SCAN THIS

The runners are hired by Ms. Johnson to grab a local university archeology professor and protect him for a couple days.

TELL IT TO THEM STRAIGHT

It's 10:00 in the evening, and you're doing whatever it is you usually do when you're not out shadowrunning when your commlink chirps. You don't recognize the incoming number, but in your biz that's not unusual. Even your best contacts usually spoof their numbers. Answering the call, you see a nondescript woman wearing a black business suit with her hair and makeup done conservatively. Everything about her screams Ms. Johnson. You also note that several other calls are connected at the same time. Ms. Johnson is apparently setting up a conference call to talk business.

"Hello, my name is Ms. Johnson. I've heard good things on the street about each of you, and I'm looking for a team to do some work. Are you interested?" (*Ms. Johnson waits for the runners to say yes, then continues.*) "Good. Time is of the essence, which is why I'm arranging things through this commcall. Do not be concerned, I have excellent hackers keeping this call secure. Now, simply put, there is a man in whom I have interest. There is another party interested in this individual as well. I would like for you to immediately retrieve this person before anyone else gets to him. Keep him safe and secure for thirty hours, then deliver him to me. For this, I will pay 4,500 nuyen per person. Is this acceptable?"

BEHIND THE SCENES

Professor Jackson McKay is a professor of archeology at the University of Washington and has some rather unusual ideas about the worlds that preceded the Sixth; specifically how metaplanes interact with the mundane world and each other. He has numerous theories about Atlantis and how it was a metaplane that came to Earth for a time, and he believes someday Atlantis will return. He sees the alchera, the strange and unexplained magical phenomena that sometimes appears in the astral plane and occasionally bleed over onto the physical plane, as proof of this. His theories remain unproven and are disregarded by more mainstream scientists. He's arrogant and outspoken, and he has alienated most in his field.

Eighteen hours ago several small islands mysteriously appeared forty kilometers northwest of Seattle in the middle of the Sound. Ms. Johnson works for the Atlantean Foundation, though this information would be difficult for the runners to discover. The foundation believes the islands to be alchera. They're putting together a team to investigate the island and want Professor Jackson McKay to head up their research team. However, Professor McKay is currently locked away in his lab in the basement of Denny Hall working on research, and he has refused any communication. The runners will likely have to extract him unwillingly. Ms. Johnson knows that one or more groups are interested in both the islands and Jackson McKay, though she doesn't know which groups are involved. If the runners move fast though, she doesn't expect them to have any trouble because there'll be little to no security at the university to hinder them.

If the runners negotiate, Ms. Johnson is willing to increase her initial offer by 200 nuyen per net hit on a Negotiation Test, to a maximum of 5 hits. If the runners get additional hits, she offers the runners 1,000 nuyen of the total payment upfront. How the runners keep Dr. McKay safe is up to them. They are to deliver him to the Dock 57-C in thirty hours. If the runners do well, she may have additional work for them.

Ms. Johnson will offer up the use of a secure safe house she has arranged for the runners on the edge of the Barrens, if they need it.

DEBUGGING

This is a simple hire scene. If the runners balk at the pay for whatever reason, be sure to note Ms. Johnson's comment about possible additional work. Ms. Johnson stresses that this must be done immediately, so get the runners moving right away.

SCENE 2: CAMPUS LIFE

SCAN THIS

The runners need to extract Professor McKay from the University of Washington. At first he's reluctant to go, insisting he has to stay and work on his research. As the runners are leaving with McKay, they are attacked by members of the Knights of the Dragon cult and must protect the professor.

TELL IT TO THEM STRAIGHT

As the runners approach Denny Hall:

It's a cool, overcast night. For once, it's not drizzling. The campus is mostly clear this late at night, and only a few students are wandering around. There's little visible security. Up ahead you can see Denny Hall, a large, ancient, three-story French Renaissance-style building. A few students lounge nearby, but otherwise the way looks clear. Looks like this might be a quick and easy payday.

When the runners enter Professor McKay's research lab:

The basement of Denny Hall appears to be little more than storage these days. The stairwell leading down here wasn't even locked. Ancient filing cabinets with actual paper files are packed in amidst old, musty classroom furniture in the various rooms. Only half the lights in the hallway seem to work, and at the far end of the hall you can see a light coming from under a door, and hear the strains of piano music behind it.

(If the runners knock, there is no answer. The door is not locked.)

Opening the door, you see a small room filled with shelves, tables, and bookcases. Hundreds of old paper books are stacked up everywhere, with tablets, clay pots, figurines, medallions, and dozens of other archeological artifacts cluttering the room. To one side is a small cot with a rumpled blanket on it. Seated at a small desk staring at a holographic AR screen is a grey-haired man in disheveled clothing. He doesn't seem to notice as you open the door.

As the runners leave the campus:

You head out of Denny Hall, trying to determine where to go next. Suddenly a dark green van comes roaring up across the yard in front of the hall. Two men leap from the van, and several more step out from the bushes nearby. Ambush!

BEHIND THE SCENES

Professor McKay is a capable and competent professor—when he keeps his more outlandish theories about Atlantis to himself. He's earned tenure with the university, teaches a couple courses each semester, and is fairly content to sit in his small basement research lab the rest of the time. He goes through obsessive periods where he metaphorically locks himself in his lab and throws himself into his research, and this is one of those times. In the last two weeks he only left his lab to use the bathroom, grab food, and use the showers in the university gym (an activity that does not happen daily). He has a small cot set up so that he can get a couple hours' sleep, and otherwise he reads, studies, and works on his next paper, which contains a theory about how spirits are aliens, and the metaplanes are wormholes through space to other planets.

He's reluctant to go with the runners, so the runners will have to find a way to convince him to go. Runners who tell him about the islands can make an opposed Negotiation or Leadership Test to convince him to go with them. Threats of violence also work, and a successful opposed Intimidation Test will get him to go along peacefully. Any other attempts to get him out of the lab shy of knocking him out suffer a –4 dice pool penalty due to his single-minded obsession with his research.

Assuming he leaves peacefully, he insists on spending several minutes gathering up a large backpack and filling it with notebooks and several artifacts he's studying.

As the players are leaving Denny Hall, the Knights of the Dragon ambush the party. If the runners left anyone outside to keep watch over Denny Hall, a successful visual Perception (4) Test spots the Knights creeping into position. Otherwise, the runners will need to make a Surprise Test to avoid being caught flat-footed. There is a single cultist magician and five bio-adept cultists.

During the first round of combat, the Knights target the runners, hoping to incapacitate them. Starting on the second round, the Knights start targeting McKay, attempting to kill him. The Knights are fanatical and fight to the last man, unless McKay is killed, in which case they attempt to disengage and flee. Runners may make an Intuition + Logic (4) or Psychology (2) Test to notice that the Knights behavior is that of fanatics. A search of any body of the Cultists after the fight shows that they have no personal identification on them, their commlinks are blank. A successful visual Perception (3) Test reveals that each cultist is wearing nearly identical pendants, a small blue or silver metal dragon.

KNIGHTS OF THE DRAGON MAGE (PROFESSIONAL RATING 6)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
4	4	4(6*)	3	4	4	5	5	6	6	8(10*)	1(3*)	8/6	11

* Bonus from sustained Increase Reflexes spell

Skills (Dice Pools): Assensing 10, Athletics skill group 7, Conjuring 11, Dodge 7, Perception 8, Spellcasting (Combat Spells) 11 (13), Stealth Group 9, Unarmed 7
Qualities: Magician (Hermetic)
Gear: Armor jacket, commlink (DR 4), sustaining focus 3 (blue silver dragon pendant, sustaining Increase Reflexes Force 3 with 2 hits)
Spells: Armor, Fireball, Heal, Increase Reflexes, Lightning Bolt, Manaball, Stunball, Stunbolt, Trid Phantasm

SR5

B	A	R	S	W	L	I	C	Ess	M
4	4	4(6)*	3	5	5	4	4	6	6

Initiative: 10 + 1d6
Astral Initiative: 8 + 2d6
Movement: 8/16/+2
Condition Monitor (P/S): 10/10
Limits: Physical 5(6), Mental 7, Social 7
Armor: 12
Skills (Dice Pools): Assensing 10, Athletics skill group 7, Conjuring skill group 11, Dodge 7, Perception 8, Sorcery skill group 11, Stealth 9, Unarmed Combat 9
Gear: Armor vest, Erika Elite commlink (Device Rating 4), spell focus (Sustaining 3, taking the form of a blue or silver dragon pendant; sustaining Increase Attribute [Reflexes] with 2 hits)
Spells: Armor, Fireball, Increase Attribute, Lightning Bolt, Manaball, Stunball, Stunbolt, Trid Phantasm

KNIGHTS OF THE DRAGON BIO-ADEPT (PROFESSIONAL RATING 5)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
5	5(7*)	5(7**)	5(7*)	3	4	2	4	4.2	4	9(11**)	1(3**)	14/9	11

* Bonus from adept abilities ** Bonus from bioware

Dice Pools: Athletics skill group 10, Automatics 10, Blades (Swords) 14 (16), Dodge 11, Perception 8 (10), Pistols 12 (14), Stealth skill group 9
Qualities: Adept
Adept Powers: Improved Ability 2 (Blades), Improved Ability 2 (Pistols), Improved Senses (audio enhancement, low-light vision, thermographic vision, visual enhancement), Mystic Armor 2
Augmentations: Muscle augmentation 2, muscle toner 2, synaptic booster 2
Gear: Armor jacket, commlink (DR 4), AR contacts (smartlink, flare comp)
Weapons:
Ares Predator IV [Heavy Pistol, DV 6P, AP –2, SA, RC –, 15(c), 3 clips EX-ex rounds]
Katana [Blade, Reach 1, DV 5P, AP –1]

Vital Statistics

SR5

B	A	R	S	W	L	I	C	Ess	M
5	5(7)	5(7)	5(7)	4	2	4	2	4.2	4

Initiative: 11 + 3d6
Movement: 14/28/+2
Condition Monitor (P/S): 11/10
Limits: Physical 5(9), Mental 4, Social 5
Armor: 9
Skills (Dice Pools): Athletics skill group 10, Automatics 10, Blades (Katana) 14(16), Gymnastics 11, Perception 8, Pistols 12(14), Stealth skill group 9
Qualities: Adept
Augmentations: Muscle augmentation 2, muscle toner 2, synaptic booster 2
Adept Powers: Improved Ability 2 (Blades), Improved Ability 2 (Pistols), Improved Senses (low-light vision, thermographic vision)
Gear: Armor vest, AR Contacts (w/ smartlink, flare compensation), Erika Elite Commlink (Device Rating 4)
Weapons:
- Ares Predator V [Heavy Pistol, Acc 5(7), DV 9P, AP -2, SA, RC —, 15(c), w/ 3 clips of explosive rounds]
- Katana [Blade, Acc 7, Reach 1, DV 10P, AP -3]

PUSHING THE ENVELOPE

As the runners are scouting or creeping around on campus, they are accosted by Mika Jones, an elf sophomore at the university. She wants to complete a journalism major, and she's a huge fan of the Suki Redflower series ("Fan club Member 9156!") She recognizes the runners for what they are and begins to follow them, pestering them with questions and begging to do a story on them for the school paper. If the runners brush her off, she'll keep trying to discreetly follow them, eventually getting caught in the middle of the Knights of the Dragon ambush. If the runners threaten or injure her, she flees and contacts security, who in turn contacts Knight Errant. Four campus security guards arrive within two minutes, and two Knight Errant squad cars, each carrying two officers, arrive within five minutes.

Vital Statistics

CAMPUS SECURITY (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	3	4	3	3	3	3	3	6	6	1	6/4	11

Skills (Dice Pools): Athletics skill group 6, Dodge 6, Perception 6, Unarmed 5, Pistols 4, Club 5
Quality: Home Ground (University)
Gear: Armor vest, commlink (Device Rating 3)
Weapons:
- Fichetti Security 600 [Light Pistol, DV 4P, AP —, SA, RC (1), 30(c)]
- Stun baton [Club, Reach 1, DV 6S(e), AP -half]

Vital Statistics

SR5

B	A	R	S	W	L	I	C	Ess
3	3	4	3	3	3	3	3	6

Initiative: 7 + 1d6
Movement: 3/12/+2
Condition Monitor (P/S): 10/10
Limits: Physical 5, Mental 4, Social 5
Armor: 9
Skills (Dice Pools): Athletics skill group 6, Club 5, Gymnastics 6, Perception 6, Pistols 6, Unarmed Combat 5
Quality: Home Ground (University)
Gear: Armor vest, Renraku Sensei commlink (Device Rating 3)
Weapons:
- Fichetti Security 600 [Light Pistol, Acc 6(7), DV 7P, AP —, SA, RC (1), 30(c), 2 extra clips)
- Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5]

KNIGHT ERRANT OFFICER (PROFESSIONAL RATING 5)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4	3	3	4	3	3	6	8	1	14/9	11

Skills (Dice Pools): Clubs 7, Pistols 8, Dodge 7, Perception 8
Gear: Armor jacket, commlink (Device Rating 3)
Weapons:
- IZOM HP-49B [Heavy Pistol, 5P, AP -1, SA, RC -, 12(c), 2 spare clips]
- Stun baton [Club, Reach 1, DV 6S(e), AP -half]

SR5

B	A	R	S	W	L	I	C	Ess
4	4	4	3	3	3	4	3	6

Initiative: 8 + 1d6
Movement: 8/16/+2
Condition Monitor (P/S): 10/10
Limits: Physical 5, Mental 5, Social 5
Armor: 12
Skills (Dice Pools): Clubs 7, Gymnastics 7, Pistols 8, Perception 8, Knowledge: Law Enforcement 5
Gear: Armor jacket, Erika Elite commlink (Device Rating 4)
Weapons:
- Ares Predator V [Heavy Pistol, Acc 5, DV 8P, AP -1, SA, RC —, 15(c), 3 spare clips]
- Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP -5]
- Flash pack [Grenade, DV Special, Blast Special]

DEBUGGING

This scene is fairly straightforward. The likely complications are the runners causing too many problems so that Knight Errant shows up, or the professor being killed. Gamemasters should make it clear to the players when the Knights begin to target McKay and give them a chance to protect him. McKay has a Doc Wagon Gold bracelet; if he's badly injured or killed, Doc Wagon shows up and tries to revive him, though this adds a layer of complication for the players, since the medics insist on taking the professor to the hospital.

SCENE 3: ON THE ROAD AGAIN

SCAN THIS

This is your classic lay-low-while-on-the-run scenario. Let the players have fun with it. This also gives them some time to gather information about what is going on from the professor. At some point their safe house becomes compromised and surrounded by gangers. They need to break out and find a location until it is time to deliver the professor. If they are observant enough, they should figure out they are being watched and avoid being completely surrounded. They could counterattack their ambushers before the assailants know they have been spotted. This is another opportunity for the runners to realize they are involved in something big.

TELL IT TO THEM STRAIGHT

There is nothing simultaneously more boring and stressful than laying low. You've done it more times than you care to count. It wouldn't be so bad if there weren't so many of you crowded in a small place. Unflavored protein packs will only keep a person going for so long. Thankfully in thirty hours you'll be eating real food again and will be able to go five minutes without hearing that damn professor yammer on about something you could care less about. Your one comfort is that you are in gang territory. There won't be much police activity or nosey neighbors. You give the local gangers booze every once in a while, so you're pretty sure they won't give you up. The waiting is always the hardest part of a run. You never know whether the kid skipping down the street is just a kid or the signal you have been found, meaning you only have moments until the drek hits the fan.

BEHIND THE SCENES

The runners need to decide what to do with the Professor for the next thirty hours. This scene assumes that they use Ms. Johnson's safe house, but tailor it to the runners' actions. They may decide to use a safe house of their own, they may decide to bounce the professor around every 6 to 12 hours, moving from motel to hotel to coffin hotel, or they may simply decide to stay on the move. Likewise some contacts may be able to help them out.

Professor McKay is at first sullen and upset at being torn away from his work. He spends the first couple hours of captivity not speaking. After this, he opens up and turns into a real chatterbox. He's fascinated by the runners and pesters them with questions about what they do. He also takes any opportunity to discuss his work and magical theory. One of his favorite subjects is that of alchera, and he goes on and on about them and how he suspects that they're the key to understanding the Sixth World and the nature of magic.

The house that Ms. Johnson provides is a small three-story apartment building that has seen better days. The upper two floors are mostly ruins. The staircase leading up is mostly rotted away, as are the floors, so runners cannot go up them in large groups, nor can they move quickly lest they risk falling through. The first floor has four one-bedroom apartments with solid walls, mostly boarded-up windows, locking doors, and some basic furniture. There is weak Matrix access, along with electricity and water. The other three apartments are locked up and have large but poor families crammed into them. They attempt to flee if there is trouble.

The Knights of the Dragon managed to acquire a tissue sample from the professor, and attempt to use it as a link to track him. Unless the runners take extreme measures to magically hide the Professor, the Knights track him down ten hours after the runners initially grab him.

Once the Knights have located the professor, they spend a couple hours staking out the safe house. After three hours of this, they contact and bribe the street gang that controls this portion of the Barrens, the Scathing Reptiles, who are led by a ghoul mage named Pteradon. The Scathing Reptiles proceed to surround the safe house and begin harassing the runners, eventually attempting to enter the safe house by force. They have been well paid (1,000 nuyen each) to harass and distract the runners. If the fight goes quickly against them, they attempt to flee. Pteradon has two spirits of air on call. He orders them to use their concealment power when his gang approaches the safe house and when they withdraw. If the runners somehow manage to contact and talk to the street gang, the gang members agree to walk away for a payment of 2,000 nuyen per ganger. This can be talked down with a Negotiation Test, with a discount is 100 nuyen per net success, to a minimum of 1,000 nuyen per ganger.

On the approach, six Scathing Reptiles attempt to quietly surround the safe house, supported by Pteradon and an air spirit. The air spirit is Force 6, and it uses Concealment on the Scathing Reptiles to help hide them from notice. If the runners have not set an active watch, they do not notice the Scathing Reptiles creeping up on them. If they have, any character on watch needs to make an Opposed Perception Test, with a –4 penalty to his dice pool due to the concealment.

While the Scathing Reptiles clash with the runners, the Knights will attempt to move in and grab the Professor. After reviewing notes taken from Professor McKay's lab the Knights believe that he may actually know something about the islands, and want to interrogate him. So now they're trying to take him alive. Once the attack is underway, three Knights of the Dragon bio-adepts attempt to sneak in and kidnap the Professor. They engage the runners if caught and attempt to neutralize them as quickly as possible, but they are mostly interested in kidnapping the professor. Once they have their objective, they flee the scene as quickly as possible.

PUSHING THE ENVELOPE

If you are running a home game where you are not bound by the four-hour time limit, you could have the professor hire the team to retrieve information from his lab before proceeding to **Scene 4: A Boat to Somewhere.** You could also have Mika Jones continue to follow for a story.

Vital Statistics

SCATHING REPTILES (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	4	3	3	2	3	2	2	6	6	1	8/6	11

Dice Pools: Automatics 7, Close Combat skill group 7, Etiquette (Street) 4 (6), Intimidation 5, Perception 6, Pilot Ground Craft 4, Pistols 8
Gear: Green and black armor jacket, AR goggles (lowlight, thermo, smartlink), commlink (DR 3), Suzuki Mirage bike
Weapons:
- AK-97 [Assault Rifle, 6P, AP –5, SA/BF/FA, RC –, 38 (c), w/ ADPS rounds, 4 extra clips, smartlink]

SR5

B	A	R	S	W	L	I	C	Ess
3	4	3	4	2	2	3	2	6

Initiative: 6 + 1d6
Movement: 8/16/+2
Condition Monitor (P/S): 10/9
Limits: Physical 5, Mental 3, Social 4
Armor: 12
Skills (Dice Pools): Automatics 7, Close Combat skill group 7, Etiquette (Street) 4(6), Intimidation 5, Perception 5, Pilot Ground Craft 4
Gear: Armor jacket, Renraku Sensei commlink (Device Rating 3), AR goggles (low-light vision, thermographic vision, smartlink), Suzuki Mirage
Weapons:
- AK-97 [Assault Rifle, Acc 5(7), DV 11P, AP –3, SA/BF/FA, RC –, 38(c), w/ smartlink, 3 extra clips, explosive rounds]

PTERADON

Pteradon is a ghoul mage, and an up and coming leader in the Scathing Reptiles. He's tough, mean, and greedy.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	Arm	CM
9	5	6	6	3	4	5	7	5.4	3	5	11	2	11/9	13

Edge: 3
Dice Pools: Assensing 9, Summoning (Spirits of Air) 11 (13), Dodge 7, Perception 8, Spellcasting 11, Unarmed 10
Qualities: Magician (Hermetic)
Augmentations: Cybereyes 3 [Rating 3, w/ low-light vision, thermographic vision, vision enhancement 3, smartlink]
Powers: Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon (Claws)
Weaknesses: Allergy (Sunlight, Mild), Dietary Requirement (Metahuman Flesh), Reduced Senses (Blind)
Spells: Armor, Ball Lightning, Chaotic World, Lightning Bolt, Manaball, Stunbolt
Bound Spirits: 2 spirits of air (Force 6)
Gear: Armor jacket, sustaining focus (Force 3, sustaining Armor Force 3), commlink (DR 3), SPF 150 sunblock
Weapons:
- Claws [Natural Weapon, DV 4P, AP –, Reach –]

SR5

B	A	R	S	W	L	I	C	Edg	Ess	M
9	5	6	6	7	5	4	3	3	5.4	5

Initiative: 10 + 1d6
Astral Initiative: 8 + 2d6
Movement: 10/20/+2
Condition Monitor (P/S): 13/12
Limits: Physical 9, Mental 7, Social 7
Armor: 13(16)
Skills (Dice Pools): Assensing 9, Conjuring skill group 11, Gymnastics 7, Perception 8, Spellcasting 11, Unarmed Combat 10
Qualities: Magician (Hermetic),
Augmentations: Cybereyes [Rating 3, low-light vision, thermographic vision, vision enhancement 3)
Powers: Dual-Natured, Enhanced Senses (Hearing, Smell), Natural Weapons (Claw), Armor 1, Sapience
Gear: Armored jacket, Renraku Sensei commlink (Device Rating 3), spell focus (Sustaining, currently used to support a Force 3 Armor spell]
Weapons:
Claw [Reach –, DV 7P, AP –1]
Spells: Armor, Ball Lightning, Chaotic World, Lightning Bolt, Manaball, Stunbolt
Weaknesses: Allergy(Sunlight, Moderate), Dietary Requirement (Metahuman Flesh)

AIR SPIRIT (FORCE 6)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	CM
8	9	10	3	6	6	6	6	6	6	15	2	12

Dice Pools: Assensing 12, Astral Combat 12, Dodge 15, Exotic Ranged Weapons 15, Flight 15, Perception 12, Unarmed Combat 15
Powers: Accident, Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search (Optional Power: Concealment)

SR5

Force 5

B	A	R	S	W	L	I	C	Edg	Ess	M
3	8	9	2	5	5	5	5	3	5	5

Initiative: 14 + 2d6
Astral Initiative: 10 + 3d6
Movement: 16/32/+10
Condition Monitor (P/S): 10/13
Limits: Physical 6, Mental 7, Social 7
Skills (Dice Pools): Assensing 10, Astral Combat 10, Exotic Ranged Weapon 13, Perception 10, Running 7, Unarmed Combat 13
Powers: Accident, Astral Form, Concealment, Confusion, Engulf, Materialization, Movement, Sapience, Search, Elemental Attack

KNIGHTS OF THE DRAGON BIO-ADEPT (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm
5	5(7*)	5(7**)	5(7*)	3	4	2	4	4.2	4 9(11**)	1(3**)	14/9	11

* Bonus from adept abilities ** Bonus from bioware

Dice Pools: Athletics skill group 10, Automatics 10, Blades (Swords) 12 (14) (16*), Dodge 11, Perception 8 (10*), Pistols 12 (14*), Stealth Group 9
Qualities: Adept
Adept Powers: Improved Ability 2 (Blades), Improved Ability 2 (Pistols), Improved Senses (audio enhancement, low-light vision, thermographic vision, visual enhancement), Mystic Armor 2
Augmentations: Muscle augmentation 2, muscle toner 2, synaptic booster 2
Gear: Armor jacket, commlink (DR 4), AR contacts (smartlink, flare comp)
Weapons:
Ares Predator IV [Heavy Pistol, 6P, AP –2, RC –, SA, 15(c), 3 clips EX-ex rounds]
Colt M23 [Assault Rifle, 7P, AP –2, RC 1, 40(c), 2 clips EX-ex ammo]
Katana [Blade, Reach 1, 4(5)P, AP –1]

SR5

B	A	R	S	W	L	I	C	Ess	M
5	5(7)	5(7)	5(7)	4	2	4	2	4.2	4

Initiative: 11 + 3d6
Movement: 14/28/+2
Condition Monitor (P/S): 11/10
Limits: Physical 5(9), Mental 4, Social 5
Armor: 9
Skills (Dice Pools): Athletics skill group 10, Automatics 10, Blades (Katana) 14(16), Gymnastics 11, Perception 8, Pistols 12(14), Stealth skill group 9
Qualities: Adept
Augmentations: Muscle augmentation 2, muscle toner 2, synaptic booster 2
Powers: Improved Ability 2 (Blades), Improved Ability 2 (Pistols), Improved Senses (Low-Light Vision, Thermographic Vision)
Gear: Armor vest, AR contacts [Capacity 2, w/ flare compensation, smartlink), Erika Elite commlink (Device Rating 4)
Weapons:
Ares Predator V [Heavy Pistol, Acc 5(7), DV 9P, AP –2, SA, RC –, 15(c), w/ 3 clips of explosive rounds]
Katana [Blade, Acc 7, Reach 1, DV 10P, AP –3]

DEBUGGING

There is not a lot that can go wrong here. Either the players set a watch and avoid a combat or not. Use this time to play up the inquisitive yet annoying nature of the professor. He is incredibly brilliant in his field. He loves to share this information with *everyone*, whether they want to be informed or not. Also, until recently, he has been viewed as kind of a crackpot. Real archeologists laughed at his ideas and research. Now, with things like alchera popping up all over the world, he has been vindicated. Yet despite his brilliance and newfound notoriety he remains humble, just really talkative and inquisitive. Not only does he want to share his knowledge, but he is always excited to learn something new. Being with real live shadowrunners is an experience he never thought he would have.

Runners that set wards or other magical barriers around the professor increase the amount of time that it takes to find him by a number of hours equal to the Force of the ward.

The best defense the runners can set up is to simply keep moving, though this is exhausting as the runners are unlikely to get any decent sleep. Once the initial ten hours are up, the Knights continue to track the runners' location. If they stop in any spot for more than six hours, the Knights catch up to them. However, runners that do not stop to rest and don't have any sort of sleep regulators begin taking penalties after twenty-four hours awake. The runners suffer a cumulative –1 penalty for every six hours that they're up past twenty-four hours. Keep in mind that at the start of this adventure, the runners have likely been awake at least twelve hours or so.

SCENE 4: A BOAT TO SOMEWHERE

SCAN THIS

The runners deliver the professor to the docks, get paid, and are offered another job. Ms. Johnson is interested in extra protection out on the island.

TELL IT TO THEM STRAIGHT

You arrive at the docks on a windy, rainy morning. A small cargo ship with the name *Sea Sprite* written on the bow is docked at the berth, and you can see a number of drones loading cargo, while several professional-looking mercenaries stand guard.

You are greeted by Ms. Johnson, who smiles as you escort the professor to her. "Excellent work! I knew you could be counted on. I hope that things went smoothly? Your payment is now transferred, as agreed upon.

"Now, since you handled yourselves so professionally, I'd like to extend your employment for a little longer. We're taking the professor out to those strange islands that appeared the other day to do some research, along with a number of other specialists. Our window of opportunity opens up in a little while, so you'll need to decide immediately if you're in. I expect we'll be there for at least a couple of days."

BEHIND THE SCENES

Ms. Johnson's offer to the runners depends on how well they protected Professor McKay and how they react to her upon arrival at the docks. She respects professionalism, and while she understands that the job didn't go as smoothly as she'd hoped, she expects the runners to behave in a professional manner.

If the runners get belligerent, threaten her, start demanding extra money, or otherwise act uncouth because the initial part of the job was more difficult than originally described get a lowball initial offer of 1,000 nuyen per person per day, with a minimum of two days' pay. This can be negotiated up an extra 250 nuyen per day for each net hit on a Negotiation Test (to a max of four hits for 1,000 extra nuyen per person per day). Treat her as hostile for this negotiation, giving the runners a –5 modifier. She also throws in an additional 1,000 nuyen"hazard bonus" to compensate the runners for the difficulty during the first part of the run.

If the runners are polite or otherwise act professionally, Ms. Johnson offers the runners 2,000 nuyen per person per day, with a minimum of two days' pay, which can be negotiated up an additional 250 nuyen per day for each net hit, with a maximum of eight hits for an extra 2,000 nuyen.

The boat ride takes three hours to reach the UCAS Navy Blockade and the violent storm surrounding the island. The runners can take some time during the trip to meet the Blackhearts, the merc team Ms. Johnson has hired. JJ Parker, the troll leader of the Blackhearts, is interested in coordinating with the runners. There are seven other Blackhearts on board—five grunts, a mage, and a rigger who has two roto-drones and a ground combat drone. The rest of the Blackhearts are guarded but social.

A mana storm surrounds the island, acting as Force 8 magical barrier. Ms. Johnson has made arrangements with one of the naval captains to open up a hole for the *Sea Sprite* to pass through. The runners need to deactivate all magic before they go through, and while the storm is incredibly violent and tosses the runners around some, each runner must resist 6 points of Stun damage with no armor, as they are bounced around inside the cabins, or loose items bounce into them.

Once through, the sky appears clear, and there is no sign of the UCAS blockade. One large island and two smaller islands can be seen, and Ms. Johnson directs the ship to the larger island.

JJ PARKER, FEMALE TROLL MERCENARY LEADER

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
9	4	4(6)	7	4	4	2	3	3	3.6	8(10)	1(3)	15/13	13/10

Skills (Dice Pools): Athletics skill group 9, Automatics 10 (12), Dodge 8, Leadership 8, Perception 9, Pistols 9 (11), Stealth skill group 9, Unarmed Combat 9
Augmentations: Cyberears [alphaware, Rating 4, w/ audio enhancement 3, damper, recorder, sound filter 3, sound link, spatial recognizer), cybereyes [alphaware, Rating 4, w/ eye recording unit, flare compensation, image link, low-light vision, smartlink, thermographic vision, vision enhancement 3, vision magnification], damage compensator 6, dermal plating 2 (alphaware), synaptic booster 2
Gear: Light military armor (12/10), commlink (DR 4)
Weapons:
Ares Predator IV [Heavy Pistol, DV 5P, AP -5, SA, RC —, 15(c), w/ 5 clips APDS ammo]
FN HAR [Assault Rifle, DV 6P, AP -5, RC 4, 35(c), w/ gas-vent 3, underbarrel weight, smartlink, 5 extra clips of APDS rounds]

SR5

B	A	R	S	W	L	I	C	Edg	Ess
9	4	4(6)	7	3	2	4	4	3	2.88

Initiative: 10 + 2d6
Movement: 8/16/+1
Condition Monitor (P/S): 13/10
Limits: Physical 9(10), Mental 4, Social 5
Armor: 18
Skills (Dice Pools): Athletics skill group 9, Automatics 10, Gymnastics 8, Leadership 8, Perception 9, Pistols 9, Stealth skill group 9, Unarmed Combat 9
Augmentations: Cyberears [alphaware, Rating 4, w/ audio enhancement 3, damper, recorder, sound filter 3, sound link, spatial recognizer), cybereyes [alphaware, Rating 4, w/ eye recording unit, flare compensation, image link, low-light vision, smartlink, thermographic vision, vision enhancement 3, vision magnification), dermal plating 2 (alphaware), damage compensator 6, synaptic booster 2
Powers: Armor 1, Reach 1
Gear: Full body armor, Erika Elite commlink (Device Rating 4)
Weapons:
Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -5, SA RC —, 15(c), w/ ADPS rounds, 4 spare clips]
FN HAR [Assault Rifle, Acc 5(7), DV 11P, AP -3, SA/BF/FA, RC 3, 35(c), w/ explosive rounds, 6 spare clips, smartlink, gas-vent 3]

BLACKHEART MERCENARY (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4	4(6)	4	2	4	2	3	3	8(10)	3	12/10	12

Callsigns: Siouxsie, Artist, Blinder, Ghost, Doc
Skills (Dice Pools): Athletics skill group 8, Automatics 10 (12), Dodge 7, Perception 9, Pistols 9 (11), Stealth skill group 7, Unarmed Combat 8
Augmentations: Wired reflexes 2
Gear: Light military armor (12/10), AR goggles (Capacity 2, w/ thermographic vision, smartlink), commlink (DR 4)
Weapons:
Ares Predator IV [Heavy Pistol, DV 5P, AP -5, SA, RC —, 15(c), w/ APDS ammo]
FN HAR [Assault Rifle, 6P, AP -5, RC 4, 35(c), w/ gas-vent 3, underbarrel weight, smartlink, 5 clips APDS ammo]

SR5

B	A	R	S	W	L	I	C	Ess
6	4	4(6)	4	3	2	4	2	3

Initiative: 8(10) + 3d6
Movement: 8/16/+2
Condition Monitor: 11
Limits: Physical 6(7), Mental 4, Social 4
Armor: 15
Skills (Dice Pools): Athletics skill group 8, Automatics 10, Dodge 7, Perception 9, Pistols 9, Stealth skill group 7, Unarmed Combat 8
Augmentations: Wired reflexes 2
Gear: Full body armor, AR goggles [Capacity 2, w/ thermographic vision, smartlink), Erika Elite commlink (Device Rating 4)
Weapons:
Ares Predator V [Heqvy Pistol, Acc 5(7), DV 8P, AP -5, SA RC —, 15(c), w/ ADPS rounds, 4 spare clips]
FN HAR [Assault Rifle, Acc 5(7), DV 11P, AP -3, SA/BF/FA, RC 3, 35(c), w/ explosive rounds, 6 spare clips, smartlink, gas-vent 3]

MYRDEN, BLACKHEART MAGE

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	Arm	CM
5	4	4	5	5	4	5	6	3	6	6	8	1	12/10	11/11

Skills (Dice Pools): Assensing 9, Conjuring skill group 11, Dodge 7, Perception 8, Sorcery skill group 11, Unarmed Combat 7
Qualities: Magician (Islamic Tradition)
Gear: Sustaining focus 3 (sustaining Armor spell Force 3), commlink (DR 3), light military armor (12/10)
Spells: Armor, Heal, Lightning Bolt, Manaball, Mob Mind, Stunbolt, Trid Phantasm
Bound Spirits: 1 guardian spirit (Force 5, 6 services)

SR5

B	A	R	S	W	L	I	C	E	Ess	M
5	4	4	5	6	5	4	5	3	6	6

Initiative: 8 + 1d6
Astral Initiative: 8 + 2d6
Movement: 8/16/+2
Condition Monitor (P/S): 11/11
Limits: Physical 7, Mental 7, Social 8
Armor: 15(18)
Skills (Dice Pools): Assensing 9, Conjuring skill group 11, Gymnastics 7, Perception 8, Sorcery skill group 11, Unarmed Combat 7
Gear: Full body armor, Erika Elite commlink (Device Rating 4), Spell Focus [Sustaining, currently used to support a Force 3 Armor spell]
Spells: Armor, Heal, Lightning Bolt, Manaball, Stunbolt, Mob Mind,Trid Phantasm
Bound Spirit: 1 spirit of man (Force 5, 5 services)

GUARDIAN SPIRIT (FORCE 5)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	CM
6	7	8	7	5	5	5	5	5	5	13	2	11

Dice Pools: Assensing 10, Astral Combat 10, Blades 12, Clubs 12, Counterspelling 10, Dodge 13, Exotic Ranged Weapons 12, Perception 10, Unarmed Combat 12
Powers: Astral Form, Fear, Guard, Magical Guard, Materialization, Movement, Sapience, (Optional Power: Concealment)

SR5
SPIRIT OF MAN (FORCE 5)

B	A	R	S	W	L	I	C	E	Ess	M
6	6	7	3	5	5	6	5	3	5	5

Initiative: 12 + 2d6
Astral Initiative: 10+3d6
Movement: 12/24/+2
Condition Monitor (P/S): 11/11
Limits: Physical 6, Mental 7, Social 7
Skills (Dice Pools): Assensing 11, Astral Combat 10, Spellcasting 10, Perception 11, Unarmed Combat 11
Powers: Accident, Astral Form, Concealment, Confusion, Enhanced Senses (Low Light, Thermographic Vision), Guard, Influence, Materialization, Movement, Sapience, Search, Innate Spell (Lightning Bolt)

ROCKER, BLACKHEART RIGGER

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
3	2	4	2	3	4	4	3	3	5.0	8	1(3*)	12/10	10/10

*Matrix IP

Skills (Dice Pools): Computer 8, Con 5, Cybercombat 9, Data Search 7, Electronic Warfare 8, Etiquette 6, Gunnery 8, Hacking 8, Hardware 8, Perception 8, Pilot Aircraft 8, Pilot Ground Craft 8, Software 7, Pistols 3
Augmentations: Commlink, sim module, datajack, control rig
Commlink: System 4, Response 3, Firewall 4, Signal 4
Programs: Analyze 4, Armor 4, Attack 3, Blackout 3, Bio-Feedback Filter 4, Browse 3, Command 3, ECCM 3, Edit 2, Encrypt 4, Medic 3, Scan 3, Track 4
Gear: Light military armor (12/10), AR goggles (w/ thermographic vision, smartlink)
Weapons:
Ares Predator IV [Heavy Pistol, DV 5P, AP –5, SA, RC –, 15(c), w/ APDS ammo]

SR5

B	A	R	S	W	L	I	C	Edg	Ess
3	2	4	2	3	4	4	3	3	2.8

Initiative: 8+1d6
Matrix Initiative: 10 + 3d6 (10+4d6, hot-sim)
Movement: 4/8/+2
Condition Monitor (P/S): 10/10
Limits: Physical 4, Mental 5, Social 4
Armor: 15
Skills (Dice Pools): Electronics skill group 8, Con 5, Cracking skill group 8, Etiquette 8, Gunnery 8, Perception 7, Pilot Aircraft 8, Pilot Ground Craft 8, Pistol 3
Augmentations: Commlink [Transys Avalon (Device Rating 6 w/ hot sim module)], control rig (Rating 3)
Gear: Full body armor, AR goggles [Capacity 2, w/ thermographic vision, smartlink)
Weapons:
Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP –5, SA, RC –, 15(c), w/ APDS rounds, 2 spare clips]

MCT-NISSAN ROTO-DRONE

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	DEV RATING
+0	10/25	100	4	3	6	5	5

Upgrades: Track Propulsion, Weapon Mount
Programs: Clearsight 3, Defense 4, Targeting 4,
Weapons: FN MAG-5 [Medium Machine Gun, DV 6P, AP –2, RC 2, 50 (box)]

SR5

Handl	Speed	Accel	Bod	Armor	Pilot	Sensor
4	4	2	4	4	3	3

Upgrades: Weapon Mount (external, flexible, remote)
Programs: Clearsight 3
Weapon: Ingram Valiant [Medium Machine Gun, Acc 5(6), DV 9P, AP –2, BF/FA, 50(c); Rocker has two additional clips with him]

WUXING CRIMSON SAMURAI

HANDL	ACCEL	SPEED	PILOT	BODY	ARM	SENS	DEV RATING
+1	15/30	100	3	4	12	5	5

Upgrades: Weapon Mount, Ares Alpha (belt feed modified, 100 round belt)
Weapons: Ares Alpha [Assault Rifle, DV 6P, AP –1 , RC 2, 100 (belt)]

SR5
STEEL LYNX

Handl	Speed	Accel	Bod	Armor	Pilot	Sensor
5	4	2	6	12	3	3

Upgrades: Heavy Weapon Mount (external, flexible, remote)
Weapon: RPK HMG [Heavy Machine Gun, Acc 5, DV 12P, AP –4, FA, 50(c); Rocker has two additional clips with him]

PUSHING THE ENVELOPE

If you are not bound by the four-hour time limit, or things are moving quickly, you could have pirates attempt to board the ship the expedition is on. There will be a number of pirates equal to two times the number of players. The mercenary team will help repel them.

SEA PIRATES (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	3	4	3	3	3	3	3	6	7	1	6/4	11

Dice Pools: Athletics skill group 6, Dodge 7, Perception 6, Unarmed 7, Pistols 6
Gear: Armor vest, commlink (DR 3)
Weapons:
Barrens Special [Light Pistol, DV 4P,AP –,RC –, SS, 5(cy)]
Cutlass [Blade, Reach 1, DV 5P, AP -1]

SR5

B	A	R	S	W	L	I	C	Ess
3	3	4	3	3	3	3	3	6

Initiative: 7 + 1d6
Movement: 6/12/+2
Condition Monitor (P/S): 10/10
Limits: Physical 5, Mental 4, Social 5
Armor: 9
Skills (Dice Pools): Athletics skill group 6, Gymnastics 7, Perception 6, Pistols 6, Unarmed Combat 7
Gear: Armor vest, Renraku Sensei (Device Rating 3)
Weapons:
Taurus Omni-6 [Light Pistol, Acc 5(6), DV 7P, AP -1, SS, RC –, 6(cy), w/ 19 extra rounds)
Sword [Blade, Acc 6, Reach 1, DV 6P, AP -1]

DEBUGGING

Nothing should really go wrong here unless the players pick fights with the other team or start harassing other members of the expedition. Don't dwell here too long. It is more for flavor and roleplaying fun than anything else. If you are running behind, feel free to simply read them the **Tell It to Them Straight** description and move to the final scene.

SCENE 5: A DAY IN RUINS

SCAN THIS

This is just a moment of relative calm before all hell breaks loose. They will have a day or so of peace before the opposition arrives.

TELL IT TO THEM STRAIGHT

The expedition team seems experienced, and they set up an organized and defensive camp quickly. The Blackheart security team seems paranoid and sets up multiple defensive measures. The professor is neither experienced nor paranoid and is running around like a kid in a candy store. You can tell he doesn't get out much. Time seems to dilate and night arrives quickly on the first day, giving you hardly any time to explore after setting up camp and walking the perimeter once. The night is uneventful, other than a strange glow from parts of the ruins.

BEHIND THE SCENES

The island actually has a magic aspect of Electricity 2. Play up the spookiness of being in the ruins of a city that did not even exist last month. The ruins are not quite what anyone expects to see. They have an odd, un-natural angular quality impossible in conventional construction. Huge doorways lead to small rooms, and some smaller doorways lead to larger rooms. A fog drifts through the ruins in some spots and is non-existent in others. The ground is spongy when walked on yet quite firm to the touch. The players notice that they do not appear nearly as worn down or as deteriorated as they should. Another strange quality is they appear to be from more than one time period or culture. There are huge black stone columns supporting the roof of what resembles a pagoda with murals of unspeakable design adorning the walls. Many damaged statues are scattered throughout the ruins, with parts missing; some appear purposely removed and others eroded away. The statues themselves are hard to describe, as they don't resemble anything particular. Some seem to have a mucous coating that feels sticky yet slick at same time. At night parts give off a eerie orange-green glow.

Even though magic has been around for quite a while now, things like alchera are still a mystery. No one is sure if all alcheras perform this corner-of-the-eye trick. It is quite disconcerting to see things out of the corner of your eye but not be able to look at them. It doesn't help that seeing things is usually a sign of illness. Play up on the fact that others may be seeing things as well. The only person who does not seem to mind is the professor.

Read this as the ruins are explored:

As you begin to explore the ruins the next day you start to get an uneasy feeling. Some of you are experiencing headaches. Occasionally, it is as if there is a shimmer in the corner of your eye. For a moment it is as if you were seeing the ruins as they were, not as they are now. What you glimpse is beautiful, disturbing and opulent at the same time. But, if you try to turn and see it, all you see is ruins. You notice others try to see what is in the corner of their eyes as well.

Read this on the second night:

As night falls on the second day, the ruins seem to have an illuminated quality when not directly perceived. Sometimes you would swear you saw someone dancing in what must have been the town square. As you lay down to rest for your second night you could swear you hear an unearthly, disjointed music. The professor has begun to look agitated, has abandoned his joyful exploration, and has begun to review what appears to be research. As you fall asleep you swear you hear a voice whispering as if underwater, saying two simple words: "Go away."

DEBUGGING

Only infighting and dangerous exploring could make this go awry.

SCENE 6: ALL HELL BREAKS LOOSE

SCAN THIS

This is the most important scene, as the cost of failure is the greatest. If the runners fail, they could end up trapped wherever it is alcheras go. At dawn of the third day, the opposition arrives. When this occurs, JJ Parker (or her second-in-command should she become incapacitated for any reason) advises the runners to escort the professor back to the ship while they attempt a delaying action against the enemy force. If they are successful, the mercenaries will attempt to rendezvous back at the ship. The escape should be rushed and difficult, but despite the fact that they were outgunned and outnumbered, the researchers will insist they have acquired enough to make the trip worthwhile.

TELL IT TO THEM STRAIGHT

You are awoken the next morning by someone telling you it is dangerous and you need to leave, yet when you open your eyes there is no one there. You're just putting the soykaf on when the professor approaches looking distraught.

"We must leave now," he says, "We are in an unstable alchera, and I have no idea how long it will be stable."

You barely have time to process it before JJ addresses you on the comm, "Heads up! We've detected an enemy force landing on the other side of the island. We'll engage and delay them for as long as we can while you get the professor back to the ship, JJ out!" You look up to see the expedition team in a flurry of activity. Seems like they got the message too.

BEHIND THE SCENES

On the morning of their third day on the islands, the professor approaches the team. He is nervous and distraught. He insists that they must get everyone to leave at once because they are in an unstable alchera that could vanish at any moment, taking anyone on the islands to wherever the alchera came from. The players will not be given time to contemplate this, as they will be paged over their commlinks by the mercenaries. The opposition has landed and the mercenaries are able to delay the main force, but an enemy recon force breaks away with orders to now capture the professor and moves to engage the runners.

It's now up to the runners to protect the professor as they evacuate to the ship. The Blackhearts can't help against the enemy recon force because they are engaging the rest of the invaders and are in danger of being pinned down. The recon force has five Knight bio-adepts (at right) and a Knight mage (at right). Included in this number is a rigger providing drone support with a pair of GM-Nissan Dobermans, a combat mage, and a sniper. The recon team wants the professor alive so he can work for them. The runners should notice that the opposition is wearing the same symbol the attackers were wearing back in Seattle.

At the last moment, the Blackhearts make it across the island and to the ship, laying down cover fire and maneuvering as they close in. As the last of the party gets onto a launch continue to **Scene 7: A Long Journey Home.**

DEBUGGING

If the party decides to help the Blackhearts, have JJ remind them that their priority is to protect the professor. She will be very

KNIGHTS OF THE DRAGON MAGE (PROFESSIONAL RATING 5)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm
4	4	4(6*)	3	4	4	5	5	6	6	8(10*)	1(3*)	8/6

* Bonus from sustained Increase Reflexes spell

Condition Monitor: 11
Skills (Dice Pools): Assensing 10, Athletics skill group 7, Conjuring 11, Dodge 7, Perception 8, Spellcasting (Combat Spells) 11 (13), Stealth skill group 9, Unarmed 7
Qualities: Magician (Hermetic)
Gear: Armor jacket, commlink (DR 4), sustaining focus 3 (blue silver dragon pendant, sustaining Increase Reflexes Force 3 with 2 hits)
Spells: Armor, Fireball, Heal, Increase Reflexes, Lightning Bolt, Manaball, Stunball, Stunbolt, Trid Phantasm

SR5

B	A	R	S	W	L	I	C	E	Ess	M
4	4	4(6)*	3	5	5	4	4	1	6	6

* Bonus from sustained Increase Attribute (Reaction) spell

Initiative: 8(10) + 1d6
Astral Initiative: 8 + 2d6
Movement: 8/16/+2
Condition Monitor: 10
Limits: Physical 5(6), Mental 7, Social 7
Armor: 12
Qualities: Magician (Hermetic)
Skills (Dice Pools): Assensing 10, Athletics skill group 7, Conjuring skill group 11, Gymnastics 7, Perception 8, Sorcery skill group 11, Stealth 9, Unarmed Combat 9
Gear: Armor vest, spell focus [sustaining, Force 3, taking the form of a blue or silver dragon pendant; sustaining Increase Attribute (Reaction) with 2 hits], Erika Elite Commlink (Device Rating 4)
Spells: Armor, Fireball, Increase Attribute (Reaction), Lightning Bolt, Manaball, Stunball, Stunbolt, Trid Phantasm

KNIGHTS OF THE DRAGON BIO-ADEPT (PROFESSIONAL RATING 5)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm
5	5(7*)	5(7**)	5(7*)	3	4	2	4	4.2	4	9(11**)	1(3**)	14/9

* Bonus from Adept Abilities ** Bonus from bioware

CM: 11
Skills (Dice Pools): Athletics Group 10, Automatics 10, Blades (Swords) 12 (14) (16*), Dodge 11, Perception 8 (10*), Pistols 12 (14*), Stealth Group 9
Qualities: Adept
Adept Powers: Improved Ability 2 (Blades), Improved Ability 2 (Pistols), Improved Senses (Audio Enhancement, Low-light Vision, Thermographic Vision, Visual Enhancement), Mystic Armor 2
Augmentations: Muscle Augmentation 2, Muscle Toner 2, Synaptic Accelerator 2
Gear: Armor jacket, commlink (DR 4), AR Contacts (smartlink, flare comp)
Weapons:
- Ares Predator IV [Heavy Pistol, 6P, AP –2, RC –, SA, 15(c), 3 clips EX-Ex rounds]
- Colt M23 [Assault Rifle, 7P, AP –2, RC 1, SA/BF/FA, 40(c), 2 clips EX-Ex ammo]
- Katana [Blade, (Str/2+1)P, AP –1, 1 Reach]

SR5

B	A	R	S	W	L	I	C	E	Ess	M
5	5(7)	5(7)	5(7)	4	2	4	2	1	4.2	4

Initiative: 11+3d6
Movement: 14/28/+2
Condition Monitor: 11
Limits: Physical 9, Mental 4, Social 5
Armor: 9
Skills (Dice Pools): Athletics skill group 10, Automatics 10, Blades (Katana) 14(16), Gymnastics 11, Perception 8, Pistols 12(14), Stealth skill group 9
Qualities: Adept
Augmentations: Muscle Augmentation 2, Muscle Toner 2, Synaptic Accelerator 2
Powers: Improved Ability 2 (Blades), Improved Ability 2 (Pistols), Improved Senses (Low-Light Vision, Thermographic Vision)
Gear: Armor Vest, Erika Elite Commlink (Device Rating 4), AR Contacts (Smartlink, Flare Compensation)
Weapons:
- Ares Predator V [Acc 5(7), DV 9P, AP –2, SA, RC —, 15(c), 3 clips of Explosive rounds]
- Colt M23 [Acc 4, DV 10P, AP –3, SA/BF/FA, RC —, 40(c), 2 clips of Explosive rounds]
- Katana [Acc 7, Reach 1, DV 10P, AP –3]

KNIGHT OF THE DRAGON SNIPER (PROFESSIONAL RATING 5)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
6	4	4(6)	4	2	4	2	3	3	8(10)	3	8/6	11

Skills (Dice Pools): Athletics skill group 8, Pistols 10 (12), Dodge 7, Perception 9, Longarms 9 (11), Stealth Group 7, Unarmed Combat 8
Augmentations: Wired Reflexes 2
Gear: Armor jacket, commlink (DR 4), AR Contacts (smartlink, flare comp)
Weapons:
- Ares Predator IV [Heavy Pistol, 6P, AP –2, RC —, SA, 15(c), EX-ex ammo]
- Shiawase Police Response [Sniper Rifle, 7P, AP –3, RC 1, SA, 20(c), Imagining Scope (Rating 1, magnification), Reduced Weight]

SR5

B	A	R	S	W	L	I	C	Ess
6	4	4(6)	4	3	2	4	2	3

Initiative: 10 + 3d6
Movement: 8/16/+2
Condition Monitor: 11
Limits: Physical 7, Mental 4, Social 4
Armor: 12
Skills (Dice Pools): Athletics skill group 8, Gymnastics 7, Longarms 9, Perception 9, Pistol 10, Stealth skill group 7, Unarmed Combat 7
Augmentations: Wired reflexes 2
Gear: Armor jacket, Erika Elite commlink (Device Rating 4), AR contacts (w/ flare compensation, smartlink)
Weapons:
- Ares Predator V [Heavy Pistol, Acc 5(7), DV 9P, AP –2, SA, RC —, 15(c), 1 extra clip]
- Cavalier Arms Crockett EBR [Sniper Rifle, Acc 6, DV 12P, AP –3, SA/BF, RC (1), 20(c)]

KNIGHTS OF THE DRAGON RIGGER (PROFESSIONAL RATING 5)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	3	4	2	3	4	4	3	5.0	8	1(3*)	8/6	11

*Matrix IP

Skills (Dice Pools): Computer 8, Con 5, Cybercombat 9, Data Search 7, Electronic Warfare 8, Etiquette 6, Gunnery 8, Hacking 8, Hardware 8, Perception 8, Pilot Aircraft 8, Pilot Ground Craft 8, Software 7, Pistols 4
Augmentations: Commlink, sim module, datajack, control rig
Programs: Analyze 4, Armor 4, Attack 3, Blackout 3, Bio-Feedback Filter 4, Browse 3, Command 3, ECCM 3, Edit 2, Encrypt 4, Medic 3, Scan 3, Track 4
Gear: Armor jacket, commlink (DR 4), AR Contacts (smartlink, imagelink, flare comp), 4 AK-97 clips
Weapons:
- Ares Predator IV [Heavy Pistol, 6P, –2 AP, 0 RC, SA, 15(c), EX-ex ammo]

SR5

B	A	R	S	W	L	I	C	E	Ess	M
3	3	4	2	3	4	4	3	1	3.7	6

Initiative: 8+1d6
Matrix Initiative: 8+3d6
Movement: 6/12/+1
Condition Monitor (P/S): 10/10
Limits: Physical 4, Mental 5, Social
Armor: 9
Skills (Dice Pools): Computer 8, Con 5, Cybercombat 9, Electronic Warfare 8, Etiquette 6, Gunnery 8, Hacking 8, Hardware 8, Perception 8, Pilot Aircraft 8, Pilot Ground Craft 8, Software 7, Pistols 4
Augmentations: Commlink (Sim Module), Datajack, Control Rig (Rating 2)
Gear: Armor Jacket, Erika Elite Commlink (Device Rating 4), AR Contacts (Smartlink, Imagelink, Flare Compensation), 4 AK-97 clips
Weapons:
- Ares Predator V [Acc 5(7), DV 9P, AP –2, SA, RC —, 15(c), 2 extra clips]

GM-NISSAN DOBERMAN

Hand	Accel	Speed	Pilot	Body	Armor	Sensor
0	10/25	75	3	3	6	3

Weapon: AK-97 [DV 6P, AP –1, SA/BF/FA, RC —, 38(c)]
Programs: Clearsight 3, Targeting 3

SR5

Hand	Speed	Accel	Bod	Armor	Pilot	Sensor
5	3	1	4	4	3	3

Weapon: AK-97 [Acc 5, DV 10P, AP –2, SA/BF/FA, RC —, 38(c)]

insistent on this. Unless the players come up with a better idea to get everyone off the island, they will be instructed to provide close security. Remember the Dragons are a fanatical cult and dying for the cause is not below them. Also the Salish-Shidhe can sneak a team of their own (use either Dragon Knight or Blackheart stats) on the island making for a three-way fight.

SCENE 7: THE LONG JOURNEY HOME

SCAN THIS

The team, the professor, and the expedition have made it relatively unscathed to the launches. The Blackhearts will continue to retreat and lay down cover fire. As the last boat pushes away from shore, the ruins will flicker out of existence, one assumes with the opposition still inside. The expedition returns to Seattle where the Johnson pays out.

TELL IT TO THEM STRAIGHT

Seconds after the last of you board the launches, the island and ruins starts to flicker; JJ and the Blackhearts come running down the beach. "Go, go" she shouts as she runs towards the launches with her team steps ahead. The ruins begin flickering faster than before. There are distant screams. The Blackheart team on the beach seems distracted, as if staring at things you cannot see. For a brief moment the ruins are a beautiful city, and then they are gone, along with the fading screams and the last image of the Blackhearts on the beach. Their fate is unknown.

You make it back to the ship and the journey home is uneventful. Ms. Johnson greets you at the docks, pleased that the professor made it and saddened by the loss of the mercenaries in such a way. The professor is pleased at what the expedition managed to acquire, and he seems unaffected by the end of the Blackhearts. Your accounts are wired the money you are owed. You are mostly left alone as crews begin unloading the ship.

BEHIND THE SCENES

This is a wrap-up scene. Use the opportunity of the disappearance of the alchera to convey the horror of watching the ruins flicker away with people still trapped inside.

The return trip is uneventful. They dock in Seattle with little fanfare. Ms. Johnson must know someone in customs since the boat is not searched. She pays exactly what she promised.

PUSHING THE ENVELOPE

If this is a game not constrained by time, you can have Ms. Johnson hire them to act as couriers and have them escort her friends and the professor to a secure facility. Another option is to have the pirates from Scene 3 attack if you have not used them earlier.

PICKING UP THE PIECES

MONEY

- 2,000¥ per day, for 2 days, plus 100¥ per day per hit on negotiation, with a max of 5 hits. Up to 1,000¥ of this upfront for additional negotiation hits.
- 1,000¥ per day, minimum of 2 days, plus 250¥ per day with a max of 4 hits, and 1,000¥ "hazard bonus" for the island escort if the runners are uncouth with Ms. Johnson.
- 2,000¥ per day, minimum of 2 days, plus 250¥ per day with a max of 8 hits for the island escort if the runners are professional toward Ms. Johnson.

KARMA

- 1 – Protecting Professor McKay through the first part of the adventure,
- 1 – Exploring the island.
- 2 – Escaping the island with the Professor.
- 1 – Surviving the adventure

An additional 1–3 points of Karma may be awarded for good role-playing, a good sense of humor, a solid grasp of the rules, keeping the adventure and action moving, or a particularly insightful action (this reward is for *Shadowrun, Fourth Edition*; for *Shadowrun, Fifth Edition* the reward for these elements is refreshed Edge). Players should earn these, and the full 3 points should only be awarded to the best players. The maximum adventure award for characters is 8.

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 265, *SR4A*, or p. 372, *SR5*). Besides the scenario specific gains listed below, gamemasters should consider the characters' actions throughout the game and award additional points as appropriate.

- +1 Street Cred if the players keep the professor alive.
- +1 Notoriety for any player who causes undue damage to U of W or harms any students.
- +1 Public Awareness if the team is caught on camera.

CONTACTS

Characters might interact with NPCs not specified by the Mission, and may earn these NPCs as a contact at Loyalty 1. They may also work with non-Mission specific contacts that they have already earned or that they bought at character creation, and gain a +1 Loyalty to these contacts, with a maximum Loyalty of 4. Gamemasters should not grant these lightly, and players should have to work to earn these contacts by going the extra mile to impress the NPC, offering up favors, or paying them well above the standard rates for information or services.

CAST OF SHADOWS

PROFESSOR JACKSON MCKAY

The professor is a nerdy sort, obsessed with his research and theories. Regarded as a crackpot by most of the scholastic community, he nevertheless continues to give seminars and try to convince people that his theories on the metaplanes are correct. Despite his eccentricities, he has a solid grounding in academic archeology.

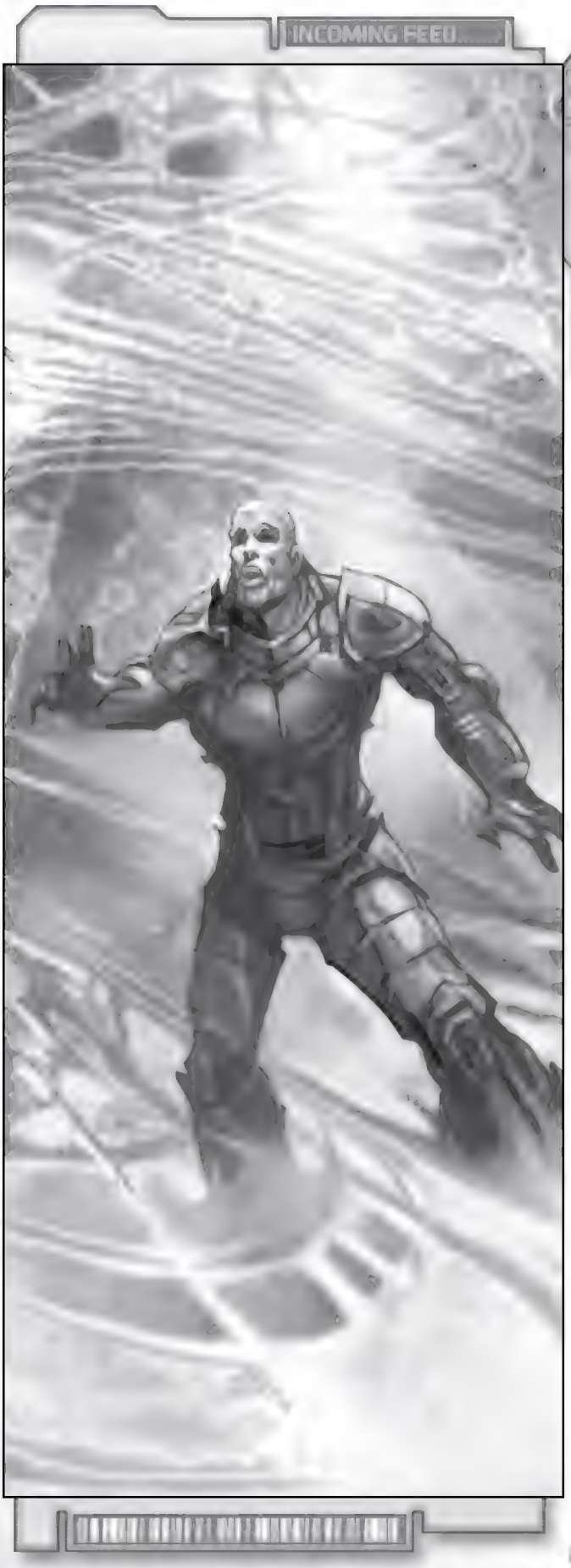
B	A	R	S	C	I	L	W	Ess	Edg	Init	IP	Arm	CM
3	3	3	2	4	4	6	5	6	2	7	1	0/0	10/11

Skills: Arcana 10, Athletics skill group 3, Instruction 11, Leadership 7, Academic Skill (Archeology) 12, Academic Skill (Metaplanar Theory) 9
Gear: Commlink (DR 5), AR glasses [Capacity 2, w/ image link, recording unit)

SR5

B	A	R	S	W	L	I	C	Edg	Ess
3	3	3	2	5	6	4	4	2	6

Initiative: 7 + 1d6
Movement: 6/12/+2
Condition Monitor (P/S): 10/11
Limits: Physical 4, Mental 7, Social 7
Armor: 0
Skills (Dice Pools): Arcana 10, Athletics skill group 3, Instruction 11, Leadership 7, Academic Skill (Archeology) 12, Academic Skill (Metaplanar Theory) 9
Gear: Hermes Ikon (Device Rating 5), AR glasses [Capacity 2, w/ image link, recording unit)



. . . DECONSTRUCTING PATRIOTS . . .

ADVENTURE BACKGROUND

The New Revolution nearly succeeded in a military coup d'état over the major nations of North America. Before that occurred, they were infiltrated by an agent of the Dawkins Group, the Horizon Corporation's espionage arm. Based on the agent's findings, Horizon elected to allow the group to proceed and even gave them indirect assistance. If the group had managed to succeed, they would have put a potentially pro-Horizon group in power over the UCAS. If they had failed, Horizon could use their ideology in its public relations efforts as a cautionary tale to prevent further nationalistic fervor elsewhere.

The Winternight attacks culminating in Crash 2.0 accelerated the New Revolution's plans, and they took the opportunity to seize the government in the chaos. The Dawkins Group judged there was too much chaos in the world and too little public support at that time, and withdrew their support. Due to loss of support and unexpectedly strong resistance from both state and other actors, including unexpectedly strong civilian resistance, the New Revolution was crushed. Some of its members slipped away, and the Dawkins Group agent came back in from the cold.

Other Dawkins Group investigations, however, have unearthed evidence that one of the at-large revolutionaries has started to discover hints that his group was set up by unknown power brokers. While he does not yet even suspect the existence of the Dawkins Group or their ties to Horizon, the Group has not succeeded so long by being complacent. They see this as an opportunity to damage Ares, who they perceive as one of their greatest North American competitors. To do this, they have selected a bounty hunter named Grendel, who has been using their P2.0 network to publish his exploits, and have sent him proof of the identities, guilt, and locations of the two at-large revolutionaries of whom they are aware. If all goes well, once the pieces are put into motion, the game will play itself out to Horizon's benefit one way or another.

MISSION SYNOPSIS

The runners are contacted by a bounty hunter named Grendel to extract an Ares executive from the heart of downtown Manhattan. When (and if) they are successful, they will be contacted by Ares, who wish to buy their executive back to prevent a political scandal. They will then have a choice to either work with their original employer, or betray him and sell out to this new option for more money. For more info on Manhattan, consult the e-book *The Rotten Apple: Manhattan*. Keep in mind for running this mission that commlinks in silent mode attract attention, as does broadcasting clearance for any area you currently are not in. There is a lot of artifice in Manhattan; the city is still a popular tourist attraction, and even street people may be employees hired to maintain the New York image.

SCENE 1: NEW YORK MINUTE

SCAN THIS

The runners get the call for work.

TELL IT TO THEM STRAIGHT

It's a leisurely Sunday afternoon in the city. The sun is shining, the smog isn't oppressive, and the crowds and traffic seem to slow down in the idyllic atmosphere. You're considering whether to go out this evening for business or pleasure when your commlink rings. The tag reads Grendel, and the picture ID is almost a comically tall giant standing next to an Ares Citymaster to give a sense of scale. He towers over the vehicle by more than a head. "Yo! My name is Grendel. I already know who you are and a little bit of what you do, and I'm impressed. I've got work that kinda skirts the law, and I could use some of your brand of finesse. Can you meet me at Stoker's in the terminal to talk details?"

BEHIND THE SCENES

The gamemaster can devise elements to get the runners into Manhattan if necessary, or elements from Scene 0 (p. 5) can be adapted to bring them to Manhattan instead of Seattle. If time constraints are an issue, just assume their fixer got them in.

Grendel is just tech savvy enough not to trust a commlink for a sensitive discussion, knowing that anyone might be listening in, so he will not say much more over the link. He'll transmit a location for a meeting two hours from when the character gets the call.

PUSHING THE ENVELOPE

None for this scene; there will be plenty of hardship later. If the runners are in the habit of being disrespectful during their initial contacts with potential employers and continue it here, Grendel will likely disconnect the call and not call them back; although, given his profession, he's pretty tolerant of odd behavior if he suspects the runners can get the job done.

DEBUGGING

There really isn't much for to this scene. If the runners don't head for the meeting, they are effectively out of the adventure.

If Grendel is asked why the meeting is in the Terminal, he will say that the lower his expenses are on this operation, the more he can pass along to them, and that he's worked with the proprietor of Stoker's before and it's a fairly safe location as far as the Terminal goes. He will frankly advise them to come armed if they're not familiar with that area.

SCENE 2: THE PRICE OF TREACHERY

SCAN THIS

The runners enter the Terminal looking to meet with their contact and get some work.

TELL IT TO THEM STRAIGHT

You fit easily into the flow of the working class of Manhattan and slumming wage slaves heading into the Terminal Sector. While the inside of Terminal is wonderfully free of corporate interference, the sections near the gates are mostly there to cater to tourists who can't afford to stay in the city proper, or those from the city wanting a taste of something a little more exotic than the corporate pharmacists and pimps offer. Approaching Stoker's, you see a squat coffin motel just off a main thoroughfare, the off-color patches on its walls testifying that the owners haven't surrendered in the battle against graffiti yet.

Stoker's is your better class of coffin and room-by-the-hour motel near the Terminal at 34th and 7th. It caters to those who don't want to go any further into the Terminal than necessary to get their fix. Augmented Reality tags advertise troll-size rooms and coffins. Someone has spray painted "Troll sized girls too" under the tag, which has been somewhat hastily spray-painted over again. The ork in the cashier's cage nods to the group of you arriving and uses AROs to direct you toward a business-style conference room, which is something of an oddity in a coffin motel.

Seated in a troll-sized chair facing the door is a giant. His barky skin is pale, reflecting a stark Anglo heritage. Nearby sits a Scandinavian blonde woman gesturing with AR gloves. She quickly makes a shutting down gesture as you come in and takes her gloves and glasses off. Standing nearby with the casual wariness of hired muscle are a mix of humans, orks, and a lone dwarf. All are dressed in urban camouflage military fatigues with tags reading "Legendary Recovery Services LLC."

When the runners have completed negotiations and are about to depart read the following:

Well that's that. You've accepted the job, received the time frame, advance, and passes to the island as well as a way to contact Grendel when it's all done. As you all stand to depart he pauses to brush some of what looks like ceiling tile dust from his hair and exchanges a look with Wulf before speaking.

"Look guys, I'm not normally one to tell shadowrunners their business, as I don't know how you guys operate. Your fixers all vouched for you and I trust their opinions, but I want to say this. I need your A-game on this op. We only have one shot at this. You try and shoot your way in there, I likely won't get the target to get paid. And more importantly you likely won't make it back to get paid. Do your homework, do your legwork, do your recon; make your plan to get him when he's got the least guys watching his back; which by the way, rules the MDC right out. I ain't going to tell you your business no more and I hope I haven't offended. Anyway me an' and the gang are gonna go hit the bars and play like we're on vacation so we got some good footage of us being nowhere near the target. Good luck!"

THE TERMINAL

The Terminal is a no-man's land inside the corporate enclave of Manhattan. A walled off section of downtown centered around the old Port Authority Terminal, it's Manhattan's version of the Seattle Barrens. The ruling body of the city, the Manhattan Development Consortium (MDC) leaves the area mostly alone. Security doesn't much care who goes in, but they're careful about who comes out, and high-security checkpoints and frequent gun turrets reinforce this. Constant scanning of commlink signals and verifying access is always going on.

BEHIND THE SCENES

Grendel and Wulf rise to greet and introduce themselves to the runners and invite them to have a seat. They are pleasant, but get right down to business. Grendel, as the company's public face, takes the lead in the discussion and bargaining, while Wulf mostly stays back and adds supplementary data while sizing up the runners, occasionally putting a word in.

The job is relatively straightforward. Grendel has received a dossier on two fugitives from UCAS law, one here and one in the CAS. Both are guilty of treason. Their cover identities are good, and he's afraid that if he tries to go through legal channels they'll slip away. As such, he wants to pay the runners to extract the target here in Manhattan and turn him over to Grendel. That gives him deniability, so he can turn them over to the UCAS government once the heat has died down. The only restrictions he places on them is that the target is worthless to him dead, and there is a one-week timeframe due to events outside of his control. He doesn't say much else about the job, or anything about where he got the intel, before the runners accept. He only says that one fugitive is in the upper management tier for a megacorp. He also mentions that if this goes well, he'll have a similar job lined up for any of them willing to travel to the CAS. He'll give them the intel they need after they agree.

Grendel will offer the runners each 7,000 nuyen. Each hit on an opposed Charisma + Negotiation Test increases this by 500 nuyen to

LEGENDARY RECOVERY SERVICES

Grendel and Wulf have worked hard to parlay their bounty-hunting business into a fledgling media empire on the P2.0 network. This in turn has allowed them to go from a rough-and-tumble two-person operation to a slick and professional group capable of tackling high-profile criminals in the Sixth World. While they're not well known in New York, they are minor celebrities in L.A. and other places where Horizon publishes their exploits.

BOUNTY HUNTERS (PROFESSIONAL RATING 4)

These men and women are semi-permanent employees of the firm, usually recruited from law enforcement or ex-military circles. Grendel cycles through them quickly, as most of them don't get paid a lot. A few of the more resilient or trustworthy members are retained and become more permanent members of the outfit, although none of them other then Wulf have been brought on this outing. If need be, gamemasters are encouraged to modify with racial benefits as desired. Enclosed are the stats for baseline humans.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4	3	3	4	3	3	6	8	1	8/6	10

Skills (Dice Pools): Clubs (Stun Baton) 7, Perception 7, Infiltration 6, Pistols 7, Unarmed Combat (Subduing) 7, Pilot Ground Craft 6

Gear: Armored jacket, 2 doses of jazz, AR goggles [Capacity 5, w/ image link, low-light vision, thermographic vision, flare compensation, Smartlink), Harley Davidson Scorpion

Weapons:

- Ares Predator IV [Heavy Pistol, DV 6S, AP -half, SA, RC –, 15(c), w/ Stick 'n' Shock ammo]
- Stun Baton [Club, Reach 1, DV 6S(e), AP – half]

SR5

B	A	R	S	W	L	I	C	Ess
4	4	4	3	3	3	4	3	6

Initiative: 8 + 1d6
Movement: 8/16/+2
Condition Monitor (P/S): 10/10
Limits: Physical 5, Mental 5, Social 5
Armor: 12
Skills (Dice Pools): Clubs (Stun Baton) 7, Perception 7, Pilot Ground Craft 6, Pistols 7, Sneaking 6, Unarmed Combat 7

Gear: Armor jacket, AR goggles [Capacity 5, w/ image link, low-light vision, thermographic vision, flare compensation, smartlink), Harley Davidson Scorpion

Weapons:

- Ares Predator V [Heavy Pistol, w/ Acc 5(7), DV 7S(e), AP –7, SA, RC –, 15(c)]
- Stun Baton [Club, Acc 4, Reach 1, DV 9S(e), AP –5]

a maximum of 5,000 nuyen, or ten hits. Wulf assists her brother with a teamwork roll during negotiations. Smart runners may realize that UCAS bounties are publicly available, so they can perform a Data Search (*SR4A*)/ Computer (*SR5*) search to see what the margins are like. Four hits on a Data Search/ Computer Test gives them a bonus of 2 dice when negotiating, and they also gain the knowledge that historically, treason bounties are worth 250,000 nuyen and up.

If the runners point this out and think Grendel's cut is a bit steep, he counters that he is a publicly known figure with a legal SIN and a reputation that works on his level of trust, whereas they are deniable assets. So, while he suffers few physical risks on this matter, his money and reputation are at stake. Furthermore, he is paying the team out of his own pocket upon delivery of the target, so if there are any snafus with the bounty being paid in a timely manner, they'll still have their cred while he takes all the financial risks. Finally, he notes that while he's sure the targets are the fugitives in question, some of his means for proving it are physical and electronic evidence that only he possesses. He also advances the runners 3,000 nuyen each as a sign of good faith; hits from the opposed test above can instead be applied to increase this amount by 500 nuyen each.

Timeframe for the bounty is one week, as their target is slated to head to DeeCee early next Monday, which might complicate matters when it comes time to turn the bounty in to the federal government.

After the runners accept the job, Grendel informs them of the details. The runners are pursuing a couple of contacts for the UCAS government who are related to the New Revolution debacle. Two members of the New Revolution, codenamed Mover and Ace, slipped the net and were never caught because there was no one left alive to give their names. It's assumed they went to ground and were lost in the confusion. Grendel has been given actionable intelligence on both, tying them to their current identities in the form of DNA traces and online transcripts. Once he was able to verify the targets were still alive and that his intel was valid, it was a simple matter to track them down. The gamemaster gives the players **Handout 1**.

The one he's called the runners in to help with is Mover (real name Keith Jones). Jones was a high-level supply and acquisition officer in the UCAS Army and a New Revolution conspirator who, with the help of Ares, was able to fabricate an alibi watertight enough to fool the Army's Criminal Investigation Division into believing he was not involved with the group. He has since gone on to work for Ares in Manhattan, interfacing with the UCAS government and other entities. He works out of the MDC Building and is fairly high up the food chain, which is part of why Grendel wants to use the runners as deniable assets.

Grendel politely suggests to the runners that they not make their move against him at work, as one mess-up at the MDC will bring the full force of all the corps present in the area down on their heads. The less risky route is to take Keith at his condo in Central Park at the Olympus Overlook Building, apartment 12F. Grendel will point out that it's less risky in the same way that getting shot is less risky than jumping on a grenade. In any case, he delivers info on the second target once they've taken care of the first. The rest of the details are up to them. Concluding the briefing, Grendel sends the runners their advance, a week-long visitor's pass for Manhattan Island, and a commcode to reach him

once they have the target extracted and at a secure location. He arranges the drop once that has been completed.

PUSHING THE ENVELOPE

If not pressed for time, the gamemaster might examine the juxtaposition of passing between the heavily corporate controlled Manhattan and the relative lawlessness of the Terminal sector. While the characters are not going deep into the Terminal sector on this outing, there are a variety of associated weirdnesses that might be present from roving paracritters, protestors attacking the police checkpoint, or Ares and/or NYPD, Inc. coming into the Terminal in force to raid neo-anarchist cells suspected of terrorist plotting.

DEBUGGING

Grendel will not divulge his sources and does not know Horizon is ultimately the source of his information. He's smart enough to know to some extent that he's likely a piece in someone else's game, but doesn't care as long as he gets paid. Likewise, if a better offer comes through that doesn't conflict with his own ethics he'll take it with only a little persuasion. If he sees nuyen signs in the eyes of any runners who hear about the bounty, he carefully cautions them to forget it for their own safety as much as for his own profit margins. He is only attempting to cash in on these bounties because of his reputation and contacts.

SCENE 3: A DAY AT THE PARK

SCAN THIS

This scene covers security at the exterior of Jones home in the Central Park neighborhood that surrounds it and covers physical and Matrix recon of the target.

TELL IT TO THEM STRAIGHT

The beautiful belly of the beast is where everything happens, under a backdrop of corporate control. Clean streets and constantly broadcasting Me-feeds go along with the polite paramilitary forces. Here is where the rich and powerful work, play, and live. Even if the constructed ambiance doesn't make your skin crawl, the constant surveillance is guaranteed to. The park is beautiful and serene, with horse-drawn carriages and happy tourists. The residential buildings surrounding the green space on all sides house some of Manhattan's most elite citizens.

BEHIND THE SCENES

Operating in this area for any length of time requires a Level 3 fake SIN or better. Anything less virtually guarantees discovery, not to mention a severe beating and expulsion for being SINless. In the interest of not making unprepared runners unplayable, gamemasters should relax the normal availability times on fake SINs, especially through contacts designed for such, such as Eddie Stevens. During the day, the park is open to the public so long as they broadcast their credentials and behave themselves. In addition to the wooded areas and paths, there are open green

spaces and a small market selling organic products to tourists and locals. The park is closed to anyone but neighborhood residents from 10 p.m. to 6 a.m.

Jones sold his soul dearly for the privilege of living here during his stays in New York. As such, he rarely if ever leaves the island, and it will be just about impossible to get him to do so. His few vices other than money and power can be obtained here, and he more or less stays in place to enjoy the fruits of his labors.

Security in the Central Park neighborhood is tight but polite. Horse-mounted NYPD, Inc. officers are on patrol, and drones discreetly observe the area looking for trouble. All of Central Park's Matrix security is wired into a central node that in turn feeds data back to spiders, which coordinate an appropriate response to almost any crisis (in *SR5*, Matrix security should be contained in an NYPD, Inc. host).

While all of Manhattan requires visitors to actively broadcast their PAN in public mode with their credentials, Central Park scans for this information far more invasively then most areas. Any runner without a commlink, or with one in Hidden or Private mode (or running silent) will find this fact discovered within six minutes in the Central Park area. Roll a die. If the result is four or less, NYPD, Inc. hackers attempt to hack the commlinks and set up surveillance software on the runner's PAN, using it and the character's cyberware to report illegal deeds. Note that if these hacks go undetected, the police do not immediately swoop in. Instead, they capture as much info as they can about the runners' activities, movements, and, if possible, their plans. If they identify that Olympus Heights or Jones himself is a target, they have SWAT units ready to pounce when the team eventually makes their move to catch them in the act for good publicity. If instead someone has no operating comlink, the roll is greater than four, or the NYPD hackers cannot penetrate the commlink's defenses, a mounted patrol is sent to investigate the character(s) and ascertain their business. This will lead to either a violent confrontation or a requirement to pass a Charisma + Con (2) Test as well as at least two hits on a fake SIN test. If this is not successful and the runners submit rather than fight or run, any forbidden or restricted gear is confiscated, and any fake SINs they used are burned. The runners will also take four boxes of Physical and Stun damage from NYPD, Inc.'s tender mercies before being deported from the island after about a day in holding cells.

Most of the trouble with Central Park's surveillance can be bypassed by hacking the system and putting the characters' commlinks on the Ignore List. Alternatively, if they arrange it ahead of time and have him as a contact, Eddie Stevens can get them on the ignored list for 400 nuyen per runner.

The main reason for the runners to linger in Central Park for any length of time is on-site recon which will provide quite a bit of info. Use the following table with the appropriate extended tests, six hours, based on what the runners are observing. For the sake of time, gamemasters are encouraged to inform players when they have exhausted a particular branch of interest.

Characters wanting to access the Matrix junction box should approach it stealthily and may require Infiltration or Shadowing rolls (Sneaking in *SR5*) at the gamemaster's discretion. Once they have approached, getting the box open without it sending

Game Information

JONES HOME SEARCH TESTS

The type and amount of information the runners get depends on where they look and how many hits they achieve.

Location: Front
Search: Visual (Perception + Intuition)
1 Hit: Three guards are stationed at the front. Only one is ever on break at any given time.
3 Hits: The runners are able to see what weapons the guards carry and how many are in the building.
4 Hits: The runners note the times and procedures for shift change and notice the arrival of Jones' security detail.
5 Hits: The runners notice that even in an emergency the guards stay at their posts and alert. They also gain details of the checkpoint's defenses.
7 Hits: The runners notice that the shift leaders have a master keycard.

Location: Garage
Search: Visual (Perception + Intuition)
1 Hit: Three guards are stationed in the garage. Only one is ever on break at any given time.
3 Hits: The runners are able to see what weapons the guards carry and how many are in the garage.
4 Hits: Most of the vehicles entering and leaving the garage are on Grid Guide and automatically return to the garage when not in use.
5 Hits: There is only one Ares tagged vehicle in the garage. It is a Citymaster.
7 Hits: The runners observe the number of Knight Errant guards and the procedure when Jones arrives or leaves.

Search Location: Electronic Surveillance (Scan + Computer; in *SR5*, replace this with Matrix Perception rules, p. 241)
1 Hit: There are no signals from any of the buildings in Central Park. They are all shielded.
4 Hits: The building has a rebroadcast node for outbound Matrix traffic, but its internal systems refuse inbound traffic.
6 Hits: There is a physically wired junction box in a secluded section of the park. It handles traffic for most of Central Park.
7 Hits: The fire escape doors have a manual alarm system that will have to be physically cut before the doors can be opened.

Search Location: Astral (Assensing + Intuition)
1 Hit: There are some fairly large bound spirits assigned to the park watching the glass fronted sides of the apartment complexes
3 Hits: The non-glass sided walls have biofiber layers worked into their construction.
4 Hits: The security booths are covered with a polarized ward to help protect against spells.
5 Hits: The runners gain details of any other magical defenses the gamemaster finds appropriate.

an alert to a central office and triggering a NYPD, Inc. patrol to come investigate requires both a Agility + Locksmith (2) Test and a Logic + Hardware (2) Test. When that is complete, it is a simple matter to cut the leads from the Olympus Overlook, although this will be noticed within ten minutes. Alternatively runners who plan ahead can bring a commlink or similar device to wire into the circuit so they can selectively monitor, spoof, or intercept traffic at their leisure from both inside and outside the building. This requires an extended Logic + Hardware (8, Combat Round) test to complete. The runners only have four rounds to complete work before the disconnection is noticed and a mounted patrol comes to investigate. A glitch on this test causes similar events. Particularly unsubtle runners can just opt to wire the box with explosives to detonate as they make their attempt or cut all the wires in the box. This will cause quite a bit of chaos and delay any active response. It will also plunge the entire area into a –2 static zone for Matrix actions. This will, however, cause two SWAT teams to be deployed, one on each side of the park, checking each building and determining its status. They will check the Olympus Overlook in eleven combat rounds.

Central Park is a large area about four kilometers long and nearly a kilometer wide. It has significant water and wooded areas and is quite crowded during operating hours. There are many civilians of various types at the park at any given time doing everything from picnics to weddings to family reunions. There are between six and forty police officers present in the park at any given time, including the mounted police presence. Obviously not all of them will respond to problems, especially given the dimensions of the park. Roto-drones might be sent as part of a first response to any incidents that occur.

Two spirits of plants (Force 6) are usually patrolling the park to act as a first responder to magical events (for *SR5*, use Force 6 spirits of air).

NYPD, INC. FOOT PATROL (PROFESSIONAL RATING 3)

These officers patrol the park in teams of two and keep watch for trouble. They are only lightly armed; usually the greatest threat they face is rowdy tourists.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4	3	3	4	3	3	6	8	1	8/6	10

Skills (Dice Pools): Athletics skill group 5, Clubs (Stun Baton) 7(9), Infiltration 6, Influence skill group 4, Pistols 7, Perception 5, Unarmed Combat 7
Gear: Armored jacket, AR glasses [Capacity 4, w/ image link, low-light vision, flare compensation, smartlink], 2 doses of jazz
Weapons:
Ares Predator IV [Heavy Pistol, DV 5P, AP –1, SA, RC –, 15(c), 4 spare clips]
Stun Baton [Club, Reach 1, DV 6S(e), AP – half]

SR5

B	A	R	S	W	L	I	C	Ess
4	4	4	3	3	3	4	3	6

Initiative: 8 + 1d6
Movement: 8/16/+2
Condition Monitor (P/S): 10/10
Limits: Physical 5, Mental 5, Social 5
Armor: 12
Skills (Dice Pools): Athletics skill group 5, Clubs (Stun Baton) 7(9), Perception 5, Sneaking 6, Pistols 7, Influence skill group 4, Unarmed Combat 7
Gear: Armor jacket, AR glasses [Capacity 4, w/ image link, low-light vision, flare compensation, smartlink], Erika Elite commlink (Device Rating 4)
Weapons:
Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP –, SA, RC –, 15(c), 4 spare clips]
Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP –5]

NYPD MOUNTED COMMUNITY SERVICE OFFICERS (PROFESSIONAL RATING 4)

Used for crowd management and general patrol duties, these officers don't often make arrests or carry firearms. They generally serve as a visual deterrent to common criminals. Their greatest assets are their horses, which give them a +2 Reach modifier on their clubs. Additionally, the horses have been trained to attack on command. They patrol in teams of two or more.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4	3	3	4	3	3	6	8	1	8/6	10

Skills (Dice Pools): Athletics skill group 5, Clubs (Stun Baton) 7(9), Infiltration 6, Influence skill group 4, Perception 5, Pistols 7, Riding 7, Unarmed Combat 7
Gear: Armored jacket, 2 doses of jazz, AR glasses [Capacity 3, w/ low-light vision, image link, video recorder]
Weapons:
Colt America L36 [Light Pistol, DV 4P, AP –, SA, RC –, 11(c), 2 spare clips]
Stun baton [Club, Reach 1, DV 6S(e), AP –half]

SR5

B	A	R	S	W	L	I	C	Ess
4	4	4	3	3	3	4	3	6

Initiative: 8 + 1d6
Movement: 8/16/+2
Condition Monitor (P/S): 10/10
Limits: Physical 5, Mental 5, Social 5
Armor: 12
Skills (Dice Pools): Animal Handling 7, Athletics skill group 5, Clubs (Stun Baton) 7(9), Influence skill group 4, Perception 5, Pistols 7, Sneaking 6, Unarmed Combat 7
Gear: Armor jacket, Erika Elite commlink (Device Rating 4), AR glasses [Capacity 3, w/ low-light vision, image link, video recorder]
Weapons:
Colt America L36 [Light Pistol, Acc 7, DV 7P, AP –, SA, RC –, 11(c), 2 spare clips]
Stun Baton [Club, Acc 4, Reach 1, DV 9S(e), AP –5]

Vital Statistics

SERVICE HORSES

The trusty mounts of the mounted patrol. Well ordered and disciplined, their kicks can still pack a wallop when their rider lets them loose.

B	A	R	S	C	I	L	W	Init	IP	Arm	CM
9	5	5	11	3	3	1	3	8	2	8/6	13

Skills: Perception (Smell) 5(7), Running 14, Unarmed Combat (Kicking) 7(9)
Gear: NYPD, Inc. Barding, steel-shod hooves (DV 8P)

SR5

B	A	R	S	W	L	I	C	Ess
9	5	5	11	3	1	3	3	6

Initiative: 8 + 1d6
Movement: 15/60/+6
Condition Monitor (P/S): 13/10
Limits: Physical 12, Mental 3, Social 5
Armor: 12
Skills (Dice Pools): Perception 5(7), Running 14, Unarmed Combat (Kick) 7(9)
Powers: Natural Weapon (Kick, Reach 1, DV 12P, AP –)
Gear: NYPD, Inc. Horse Barding

PUSHING THE ENVELOPE

Runners loitering in the park, especially after dark, will be subject to frequent NYPD spot inspections requiring social or other rolls at the gamemaster's discretion.

DEBUGGING

Not too much debugging should be required here. The largest challenge will be keeping the action flowing while maintaining a roleplay and narrative flow without bogging things down in too many dice rolls. Gamemasters are encouraged to give bonus dice for good recon practices or creative thinking.

While the Overlook's defenses are formidable, they are not perfect. If the runners are doing proper legwork and recon, the gamemaster should highlight the following problems. Alternatively, if the runners are floundering, gamemasters may wish to toss them one of the following as a ray of hope.

1. The security detail that comes for Jones every day is not a set group of people and is allowed access to the building based on presentation of a swipe card. The runners may be able to either intercept this team, or prevent them from coming at all, by hacking the Ares system.

2. The security guards at the front door and parking garage will not leave their posts; the sec mage can stay at his post or go investigate physically or astrally at gamemaster's discretion. If the runners use the fire exits before they can be locked, or by taking out the lock in a timely manner, they can bypass them entirely.

3. The security chiefs have master passkeys to the building that will open any maglock door, including the residences. They take the keys home with them. Runners that wish to attack these men or women at home may do so. This scene is left up to the gamemaster's discretion. Feel free to throw in panicking or armed spouses and crying children at your leisure. Note that unless the runners go to great lengths of subtlety, the cards will only remain active for two hours or until the security chief reports for their next work shift.

SCENE 4: THE BELLY OF THE BEAST

SCAN THIS

Runners wishing to investigate Jones' office must head for the MDC building. Note that it has been hinted several times that running on the MDC is beyond the scope of this mission, and gamemasters should do their best to reflect this.

TELL IT TO THEM STRAIGHT

The only way for 99.9 percent of the population to approach the MDC building is via the subway reserved for the plebeians. Having stashed your more obvious and illegal toys in a locker for just this purpose, you get in line for the security screening. Scanning some information on the place, you see that the problem is not that you couldn't pull Jones out of here, but that between the army of guards, thousands of visitors, and multiple layers of interlocking technical and magical security, the planning and execution of that kind of job would require more time and money than you have. Still, maybe something can be gained from taking a look at your target's workplace. At least that's your hope as you approach the line of guards and sensor stations.

BEHIND THE SCENES

The MDC is the most secure location on Manhattan and likely is one of the top ten most protected properties in North America. Processing through security requires passing through MAD scanners, chemsniffers, and cyberware detectors (all Rating 6). They will also be assensed by a security mage with a dice pool of 12. A fake SIN (Rating + Rating (4)) Test is required to enter the building. Additionally any detected cyberware requires a Rating + Rating (2) Test on the appropriate fake license. No weapons or foci are permitted in the building for non-permanent MDC workers.

Once the runners get into the building, a quick access of the building's directory or asking around points them toward Jones office on the tenth floor of the MDC building. Getting into that section of the tower is easy, as it is a sales office requiring only a brief stop at the front desk for a visitor's pass and a Charisma + Etiquette Opposed Test.

The shocking thing about the transition from the rest of the MDC building to the Ares' offices is that everyone is armed, from the mail clerk to the receptionist. Almost all of the employees openly and proudly display Ares weaponry. Most of these weapons fall into the category of sidearm, although a few sport shotguns and other midrange weaponry can be seen. As people walk through the halls of the tower looking out over the city, AR windows pop up on the walls demonstrating what a dangerous world it is out there, showing gangers attacking motorists in underground tunnels, the wreckage of the Brooklyn Bridge, and other such scenes that subtly persuade the viewer to buy Ares products and services for their own safety.

Jones is rarely in his office for any length of time, and the runners would have difficulty loitering here without arousing suspicion. Jones is not present in the office when the runners arrive; he is in meetings elsewhere in the tower. The greatest benefit for the runners coming here is meeting with the administrative assistant assigned to Jones during his stay: Herbert Pratt. Herbert is a dark-skinned ork of Jamaican descent. He is hard working and by and large loyal to Ares. Herbert has a problem, though: He married outside the company, a taboo that was permitted because of his relatively low standing and the fact that his wife, a SINless adept, was a good acquisition. At present, his greatest concern is finding a proper education for his stepdaughter Rain to help her catch up in the highly competitive Ares school system. Herbert needs money to get her specialized schooling that can help close the gap. A Judge Intentions (2) Test (p. 139, *SR4A*, or p. 152, *SR5*) can sense that Herbert doesn't care for Jones while also allowing the player to notice the paper and AR brochures for expensive private schooling on his desk.

Runners who wish to bribe Herbert for his help may do so with a Con + Charisma or Negotiation + Charisma Opposed Test (assume 4 hits for Herbert). His price is steep—4,000 nuyen times the number of players at the table—but the assistance he can provide is considerable; including swipe identification for the Overlook identifying them as Ares personnel along with the key to Jones' apartment. He can also provide them with Jones' AccessID and nanotech passkey to the KE system used to schedule or cancel the protective detail. He can be negotiated down with a Charisma + Con Test; assume 2 hits for Herbert. Each hit over the threshold reduces his price by 1,000 nuyen, but it never gets below 2,000. Glitches on the social rolls cause Herbert to believe he is being set up, and he informs corpsec about the threat to Jones after the runners have left. On a critical glitch he does the same and also directs the runners to leave before he calls security, breaking off further attempts and sending them away empty handed.

Another alternative is having a hacker try to hack the office node and send a request out to the KE system. From there they will need to hack the node itself and then pass a Hacking + Spoof (8) Test (or use the *SR5* Spoof Command action).

PUSHING THE ENVELOPE

This scene is meant to be one of careful negotiation, rampant paranoia, and claustrophobic security. Gamemasters wishing to enhance this may have the runners pass NPCs with whom they may have had antagonistic relationships to kick their pulse up with the possibility of exposure.

DEBUGGING

The most obvious way for this to go bad is for the runners to attempt intimidation or outright violence while in the MDC building. Before they do so, be sure and mention the surveillance and numbers of armed guards. If they persist, have someone call security to escort the runners out. If they violently resist, they are basically swarmed by corpsec until they go down (use any grunt or other templates in numbers you feel appropriate). The MDC is not the sort of place you can shoot your way out of. At this point the mission is more or less over for them, though more lenient gamemasters may just make them pay a substantial fine and then release them.

Another issue may be runners not wanting to deal with Herbert and his terms. While Herbert is willing to sell out Keith Jones, he's not a stupid man and knows the value and risks of what he's offering. His family lives in the Ares enclave on Governor's Island, which makes him, his wife, and his children (in the case the runners are amoral and enterprising enough to consider targeting them) even more secure than his boss. Additionally while Herbert is not completely fearless, he knows that dying on the job means that his family will be well taken care of. If the players wish to involve magical coercion to get his help, remind them of the number of spirits, security mages, and other oddities around this place. If they insist, at some point when Herbert is walking down to get the items the runners have requested, he passes through a high Force ward that breaks whatever spell is on him, causing him to realize what has happened and call security.

SCENE 5: LIFESTYLES OF THE RICH AND TREASONOUS

SCAN THIS

The runners make their attempt on the Olympus.

TELL IT TO THEM STRAIGHT

This is it. After all your preparation, the appointed hour and day have finally arrived. It's time to grab the target, get him and you out alive, and get paid.

BEHIND THE SCENES

Jones' apartment complex, the Olympus Overlook, houses managers and executives. It is at the edge of the park and has an underground garage to store residents' vehicles. The building itself has a small, armed security presence on hand at all times to keep tourists out and defend against intrusion. These guards are contracted from NYPD, Inc. There is a number of regular guard personnel equal to twice the number of PCs plus four (minimum ten). There is also one shift commander and, depending on the time of day, a security mage. They will have three guards and a security mage at the main entrance and three in the car park, ensuring that even with breaks there are always two guards present. The remaining guards patrol the building's fourteen floors in two-man teams, looking for trouble or performing other duties.

Jones' apartment is on the twelfth floor. It is a single bedroom with an entertainment room/dining area and small kitchen nook containing a food processor. Its main assets are a breathtaking view of the park from giant picture windows, a short commute, and the status boost that comes from living on Central Park. Other than that, it's really not much different from any other high-lifestyle condo. Manhattan's constant surveillance tends to put shady characters like Jones on edge. Between that and his skills as a negotiator, it is difficult to get Jones out of the apartment through nonviolent means (see the gamemaster aide for assistance with site defenses). All the hallways, common areas, and maintenance areas are under constant surveillance by the desk security officers, the security spider, and agents. Roll opposed tests between the observer's Perception + Intuition and the appropriate skill for the runners while they are attempting to move through the building. A hacker can loop the cameras at appropriate times and provide

maglock access to all but the individual apartments, greatly increasing the characters' chances of success.

Any time that Jones is not either secure at home or at work, he has a six-person Knight Errant security detail with him. Also, as he is responsible for selling Ares military hardware to potential clients, Jones forgoes a limo in favor of a luxuriously appointed Ares Roadmaster. If Ares has become aware of a threat to Jones (such as through the runners' activities at the MDC), one Ares agent remains outside his apartment whenever Jones is there.

Once the runners are leaving the site by car or on foot, there are other potential problems. Fleeing by ground transport requires all drivers to make 4 hits on a Pilot Ground Craft + Reaction Test. Failure means they have been caught by a response forces and they must resist 12P with their vehicle's Body + Armor, and then make another attempt. Alternatively, the gamemaster may use the chase rules (p. 167, *SR4A*, or p. 203, *SR5*). Leaving by foot for the nearby underground entrance merely requires escaping the guards in the building and avoiding a pair of mounted officers. If things are going too easy for the runners, they can also be fired on by two rooftop sniper emplacements. These are specially designed rail-mounted drones and are not on any system to which the PCs have access. The drones alternate utilizing the aim action and single shots to maximize their chances of hitting their targets.

PUSHING THE ENVELOPE

If the runners are blowing through the security detail too quickly, gamemasters may opt to have the response forces show up early or have Central Park forces join the fight.

ARES SENTINEL "P" SERIES

Handl	Accel	Speed	Pilot	Body	Armor	Sensor
+0	5/10	30	4	2	5	2

Upgrades: Track Propulsion, Weapon Mount
Programs: Targeting 4
Weapon: Ares Desert Strike [Sniper Rifle, DV 8P, AP –3, SA, RC (1), 14(c)]

SR5

Handl	Speed	Accel	Bod	Armor	Pilot	Sensor
1	1	1	2	5	4	2

Upgrades: Track Propulsion, Weapon Mount
Weapon: Ares Desert Strike [Sniper Rifle, Acc 7, DV 13P, AP –4, SA, RC (1), 14(c)]

DEBUGGING

This is the scene where even the best and most stealthy runners are likely to find themselves doing some shooting. The guards at the building will use delaying actions and make good use of cover to hold off intruders until reinforcements arrive. The roving guards will link up to attack or block the runners as

appropriate, while those at the checkpoints will remain in place to block the exit and utilize the cover their positions allow. If the runners attempt to exit the building on foot through the park, NYPD, Inc. mounted officers attempt to run them down. If they attempt to leave by vehicle, a rolling gunfight occurs until they can make it either to the Terminal or off the island. Make this fight and flight difficult for the team—this is why they get paid the big bucks. If the runners attempt to attack Jones between the MDC and his home, they will attract a lot of attention and may have difficulty getting through the vehicle's defenses. The security detail will initiate the wireless cutoff as soon as possible if they are under attack or suspect they are being hacked. While some runners may attempt to steal the Roadmaster, getting it off the island will be all but impossible, and smart runners will ditch it as quickly as possible. Runners should only be allowed to steal the vehicle and keep it or pawn it if they have made prior arrangements for some place to hide the vehicle on the island in a Wi-Fi negating cage, along with a way for them to smuggle the vehicle off the island. No contact in their right mind is going to touch something that hot without prior arrangements.

If the characters do not have a hacker in their own team, they may subcontract to Eddie Stevens or another appropriate contact. This will cost the team 4,000 nuyen, non-refundable and payable in advance. The support hacker will make it clear that he is not there to engage in lengthy cyber combat and will jack out at the first sign of an alert. To simplify this level of support, roll 1D6. If the result is greater than or equal to four, the NPC has succeeded and will be able to loop cameras and open maglocks other than the individual apartment doors. If not, when the PCs get to the twelfth floor, the hacker will be discovered, booted from the system, and the guards will initiate threat procedures.

Vital Statistics

NYPD ELITE SECURITY (PROFESSIONAL RATING 5)

Having capabilities meeting or exceeding that of some corporate security regulars, the security officers who secure the buildings take their jobs seriously.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
5	5(7)	5(6)	4(6)	3	4	3	5	3.05	9(10)	3	8/6	10

Skills: Athletics skill group 8, Clubs (Stun Baton) 10(12), Firearms skill group 11, Heavy Weapon 8, Influence skill group 4, Perception 7, Unarmed Combat 10
Augmentations: Cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink), muscle augmentation 2, muscle toner 2, synthcardium 3, wired reflexes 1
Gear: Armor jacket
Weapons:
Ares Predator IV [Heavy Pistol, DV 6P, AP -2, SA, RC –, 15(c), w/ EX-explosive ammo]
Stun baton [Club, Reach 1, DV 6S AP -Half]

SR5

B	A	R	S	W	L	I	C	Ess
5	5(7)	5(6)	4(6)	5	3	4	3	2.5
Initiative: 9(10) + 2d6								
Movement: 14/28/+2								
Condition Monitor: 11								
Limits: Physical 6(8), Mental 5, Social 5								
Armor: 12								
Skills (Dice Pools): Athletics skill group 8, Clubs (Stun Batons) 10(12), Firearms skill group 11, Influence skill group 4, Perception 7, Unarmed Combat 10								
Augmentations: Cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink]								
Gear: Armor jacket								
Weapons:								
Ares Predator V [Heavy Pistol, Acc5(7), DV 9P, AP -2, SA, RC –, 15(c), w/ explosive ammo]								
Stun baton [Club, Reach 1, DV 9S(e), AP -5]								

KNIGHT ERRANT EXECUTIVE PROTECTION TEAM (PROFESSIONAL RATING 5)

An executive protection team fielded by Knight Errant to service the needs of Ares assets without a full-time security detail; they will act with brutal efficiency to protect their charge, sacrificing themselves if need be to ensure he escapes.

B	A	R	S	C	I	L	W	Init	IP	Ess	Arm	CM
5	4(6)	4(5)	5(7)	2	3	3	4	7(8)	2	2.95	11/5	10

Skills: Athletics skill group 11, Automatics 11, Close Combat skill group 10, Intimidation 6, Perception 7, Pilot Ground Craft 7
Augmentations: Cybereyes [Rating 3, w/ flare compensation, thermographic vision, vision magnification, smartlink], muscle augmentation, muscle toner 2, orthoskin 2, wired reflexes 1
Gear: Actioneer business clothes, form-fitting body armor
Weapons:
Ingram Smartgun-X [SMG, DV 6P, AP -1, BF/FA, RC 2(3), 32 (c), w/ folding stock, gas-vent 2, smartgun system, EX-explosive ammo]

SR5

B	A	R	S	W	L	I	C	Ess
5	4(6)	4(5)	5(7)	4	3	3	2	2.3
Initiative: 7(8) + 2d6								
Movement: 6/12/+2								
Condition Monitor (P/S): 11/10								
Limits: Physical 7(8), Mental 5, Social 4								
Armor: 10								
Skills (Dice Pools): Athletics skill group 11, Automatics 11, Close Combat skill group 10, Intimidation 4, Perception 7, Pilot Ground Craft 7								
Augmentations: Cybereyes [Rating 3, w/ flare compensation, thermographic vision, vision magnification, smartlink], muscle augmentation, muscle toner 2, orthoskin 2, wired reflexes 1								
Gear: Actioneer business clothes								
Weapons:								
Ingram Smartgun-X [SMG, Acc 4(6), DV 7P, AP –, BF/FA, RC 2, 32(c)]								

Vital Statistics

CUSTOM ARES ROADMASTER

Handl	Accel	Speed	Pilot	Body	Arm	Sens
0	10/30	120	4	16	16	4

Upgrades: Amenities (Luxury), 2 Gun Ports, Life Support 1, Manual Control Override (Drive-By-Wire), Passenger Armor 6,

SR5

Handl	Speed	Accel	Bod	Armor	Pilot	Sensor
3/3	3	1	18	18	3	3

Upgrades: Amenities (Luxury), 2 Gun Ports, Life Support 1, Manual Control Override, Passenger Armor 6

SCENE 6: THE WAITING GAME

SCAN THIS

The runners need to sit on their package until delivery time. During that time, Ares gets itself up to speed on what's happened and reaches out to the runners to try to cut their losses.

TELL IT TO THEM STRAIGHT

Grendel acknowledges your signal that you have the principal with a request that you sit on him for a few hours until he can make the arrangements for a handoff and then get you out of the city. It seems you kicked over a bit of a hornet's nest on this one.

BEHIND THE SCENES

While the runners are squatting on their target, Ares puts out feelers in order to figure out why Jones might have been extracted. In the course of this effort, upper-level management becomes aware of his part in the New Revolution affair. Ares reaches out to the runners with an offer. Any Ares, military, or weapon related contact the runners have will call them asking them if they may have pulled a guy out of Ares Manhattan. The runners will be provided a Matrix address for a neo-anarchist site serving as neutral ground for a meeting that Ares would like to have with them. The neo-anarchists are providing neutral ground as part of a deal to get some of their people released by NYPD, Inc., which Ares can help facilitate. Because Ares is casting the net so wide, a number of pretenders show up on the site, so the runners can use the serial number to Jones' cybereyes to prove their legitimacy and gain access to the inner node.

The iconography on the site is simple and direct. The icon of the fifty-foot-tall troll woman in Ares-branded military gear looks out of place among all the neo-a anti-corporate propaganda. The neo-a sysops, whose icons are represented as guerilla fighters from throughout history, make it clear that this is neutral ground. Either side breaching the peace or running a trace will end the meeting and lead to an ejection of all parties.

The Ares operative is a troll woman named Ruby, a former shadowrunner turned fixer for Ares interests. She suspects the runners are working on recovering Mr. Jones for the UCAS bounty. Ares would receive quite a bit of bad press and damage to their relations with the UCAS government if it came out that they had harbored someone guilty of treason, even unknowingly. As such, they want to cover the whole thing up. To try to throw the runners off their game, she'll pointedly say, "So I saw Grendel at a bar downtown the other day. He *hates* New York, so I bet he's here on business, and you're working for him. Because of that I had my hacker take a peek at his commlink. Grendel has covered his tracks pretty well, but he keeps his bookkeeping on there and there are some suspiciously large transfers lately. What that means is I know what he's paying ya, and I can match it—and then some." All she wants is the runners to drop Jones off unharmed at any Ares-affiliated holding, or arrange for someone else to do so.

A Judge Intentions Test (Perception + Intuition (3)) can help the runners read that Ruby is not being duplicitous, and she knows how weak her position is, but there's also an undercurrent of concern for them there. Ruby is careful with her tone, working the angle of someone who's been where they've been, while at the same time appealing to their greed. She wants to help her employers but makes it abundantly clear that she doesn't want the team to get hurt, and in fact respects them for the chutzpah the job required. She will not personally threaten them, but she will intimate that Ares has a long reach and could make life difficult for them in a number of ways in addition to having serious firepower. Her offer is simple: if the runners convince Grendel to turn Jones over to Ares, they'll not only get paid by him, but Ares will increase their money by half. If they just do the drop themselves, Ares will pay them twice what Grendel would have. She will try and get the runners to affirm their intent, giving them virtual privacy to confer if need be. If they accept, she will request the runners pick a Knight Errant or Ares holding to make the drop so she can call ahead and have their money in place, unless they will be having Grendel make the exchange, in which case she will contact him about it afterward. If the runners decline, she will do her best to convince them that she is genuinely concerned for their safety. Her prices are fixed and she will be apologetic about this. "Chummers, my bosses have only given me so much money to try the carrot option. Their willing to go with the stick, which isn't my affair, but it means they've only given me the flat offer to make to you."

PUSHING THE ENVELOPE

If the runners have one or more competent hackers, NYPD, Inc. hackers might crash the meeting armed with Black Hammer and Trace programs, attempting to trace, knock out, or kill anyone involved. This will lead to a cyberspace brawl, as Ruby and the neo-a sysadmins join forces with the runners to stop the interlopers.

DEBUGGING

As always, when conflicting corporate interests come into play, there are a myriad of opportunities for this to blow up in the runners' faces. Ares will honor their deal: the chump change the bounty represents is nothing compared to the potential damage to their reputation with the UCAS government. If the runners decide to go with the deal with Ares, they have a choice. Do they convince Grendel to go along with the deal, changing his drop site? Or, do they completely bypass Grendel, as they technically

no longer need him? Proceeding without Grendel has a more effective upfront payout, but will do serious damage to their reputations. Gamemasters should attempt to outline this choice to them lightly and try and keep interparty conflict from escalating to violence by pointing out that they are not out of the woods yet either way. Jones might be an effective tool here if he's conscious; pointing out that the runners' statistical chance of survival goes way down if they separate might help.

SCENE 7A: JUSTICE DELIVERED

SCAN THIS

The runners deliver their target to Grendel and collect their reward with the option to move on to the next mission.

TELL IT TO THEM STRAIGHT

The meeting spot is in an outer area of the Bronx. A step van and a series of motorcycles and off-road bikes are arrayed around it. Behind it sits a touring bus and a flatbed semi for vehicles all bearing the logo for Grendel's P2.0 show. Grendel waves to you, a wide smile on his face.

BEHIND THE SCENES

This should be reasonably straightforward. If the runners bring Grendel in on their deal with Ares, he's willing to take his money from the corp instead of the government if someone can make four hits on a Negotiation + Charisma Test. If not, he wants to honor the UCAS bounty. He'll pay the team the pre-arranged fee, already split, on individual certified credsticks, and will make arrangements to get any other money to them after the exchange with Ares, if appropriate. Once that business is done, he loads Jones up into his van and prepares to ship him off to a pre-arranged "cooling point" until he can turn him in.

He checks with the runners to see if they are still interested in going after the second target, as now is probably a good time for them to be out of the city. He directs them toward the waiting bus and is ready to load up their vehicles and smuggle them out of the city or even across the border if they are interested in the next target (the details of which will be discussed in *Congressional Conspiracies* Mission).

PUSHING THE ENVELOPE

Particularly indiscreet runners might have NYPD show up during the hand off, in which case the bounty hunters will take cover and let them duke it out. Grendel and his people can't be seen firing on the police.

DEBUGGING

This should be a fairly painless scene unless the runners attempt to back out of the deal with Grendel, or if they cannot convince him to go through Ares and attempt to keep the bounty out of his hands by force. In that case, a fight quickly breaks out. The other off-the-rails scenario is if a runner with the SINner quality decides to turn the bounty in themselves; have them make a Logic + Logic (1) Test to realize that even if they have something like a confession from Jones, they've committed or can be linked to quite a few crimes in the process of his extraction. If they persist when they go to claim the bounty, they will be arrested and extradited back to the MDC to face charges for attacking the Overlook, kidnapping, bounty hunting without a license, and any other thing the corporate authorities want to hit them with. They will eventually be released but their SIN will be flagged as criminal. Needless to say, they will not actually get paid for the bounty. Deniability is important!

SCENE 7B: JUSTICE DENIED

SCAN THIS

The runners commit the cardinal sin of shadowrunning and cut their fixer out of their percentage.

TELL IT TO THEM STRAIGHT

The desk sergeant for the KE station hands you all credsticks, each containing more then he makes in a month, with a shake of his head. "You guys probably want to get out the city for at least a few days. NYPD has BOLOs (Be On Look Out) on all of you." You head out of town, deciding how to best spend your money, when the roar of motorcycles becomes apparent behind you. A huge combat-armored figure on an equally huge bike is approaching at high speed. Grendel flips you the bird in your rear-view mirror, at the head of a group of other riders that is quickly closing the distance between you. Up ahead, a vehicle in the same colors races in to close the trap.

BEHIND THE SCENES

This scene is meant to be climactic, chaotic, and more or less inescapable. After all, Grendel and his crew are experienced in dealing with criminals and the dangers that doing so brings, so it is plausible that they are ready to react against betrayal.

A rolling gun fight will break out between the runners and Grendel, Wulf, and their team. There will be no assistance from law-enforcement agencies, as they believe that this is a group of bounty hunters attempting to capture suspects. The fight should be fairly brutal. The bounty hunters have their reputations on the line, believing they've at the least been cheated and possibly been sold out by the runners. As such, they will fight until they have no further ability to do so. At the outset of the combat, the bounty hunters will attempt to ram the runners' vehicle head-on with a ram-plate-equipped drone vehicle of their own in order to stop them, unless the runners are using some sort of public transit. After that, they will fight to kill or disable, only breaking away if six or more of their number are disabled, or if the runners surrender. Despite the betrayal, for both ethical and legal reasons the bounty hunters won't kill surrendering or disabled runners. Beating them and getting their money back is more important, although any runners with the Criminal SIN Negative Quality will be picked up and turned into NYPD, Inc. for the standing bounty. Biz is biz.

PUSHING THE ENVELOPE

This scene should theoretically be hard enough already. If it isn't and the runners are making short work of Grendel and Wulf, NYPD might show up for a bit of their own payback against the runners.

DEBUGGING

Adjust the scene accordingly if the runners use some other means to get out of the city. If they use skimmers or the underground, the bounty hunters will ambush them at the docks or in the tunnels, respectively. While smart play should be rewarded, their hunters are no fools and have likely used multiple levels of electronic, personal, and even magical surveillance to keep the runners in the net.

PICKING UP THE PIECES

MONEY

As agreed upon, each PC has additional pay coming to total up:

- 7,000¥ for the initial investigation, plus 500¥ per negotiation hit, to a max of 10 hits.
- If the runners accept Ruby's offer and convince Grendel to turn Jones over to Ares, they get 150 percent of the original pay.
- If the runners accept Ruby's offer to cut Grendel out completely and turn Jones over to Ares directly, they get 200 percent of the original pay.

GEAR

If the runners convinced Grendel to side with Ares, Ruby will use her contacts to acquire one piece of gear, cyberware, or vehicle of any availability. They must still pay book price. Alternatively she can provide up to ten items of any availability with a cost under 500¥ (grenades, ammo, etc.) or 100 rounds of ammunition of any availability.

KARMA

- 2 Karma for surviving the adventure
- 1 Karma for capturing Jones alive
- 1 Karma for refusing to sell out to Ares or for selling out and successfully bringing Grendel in on the deal.
- An additional 1–3 points of Karma may be awarded for good role-playing, a good sense of humor, or a particularly insightful action (this reward is for *Shadowrun, Fourth Edition*; for *Shadowrun, Fifth Edition* the reward for these elements is refreshed Edge). The maximum adventure award for characters who played this adventure is 7 Karma.

REPUTATION

Betraying Grendel gains the runners a point of notoriety and loses them 2 points of Street Cred as he uses his extensive networks and P2.0 to smear them. Any New York contacts' Loyalty Ratings are also reduced by 1.

LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The result of this test determines how many ranks of information the contact knows about the question. Apply die modifiers to this test based upon relevance of the contact to the subject matter. A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic.) If the contact knows more, additional information requires a payment to the contact of 200 nuyen.

If the PCs have worked all of their contacts and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) test. Additional information will be available at a cost of 800 nuyen.

A Data Search may also be utilized to gather information from the following charts. They may make an Extended Logic + Data Search Test, limited to a number of rolls equal to their dice pool (p. 58, *SR4A,* or p. 241, *SR5*). Hits on this extended test may be substituted for hits from a contact, per the standard Data Search chart (p. 220, *SR4A*, or the Matrix Search chart on p. 241, *SR5*).

GRENDEL

Contacts	Data Search	Information
0	0	Isn't that a troll-themed energy drink?
1	3	He's a bounty hunter who works all over the UCAS. He's a SINner too, got himself his own company and everything. He even releases a heavily edited feed through P2.0 for the wage slaves in LA and other spots.
2	6	Serves as a pipeline for SINless to get their bounties into the system—for a fee of course. Once he negotiates a cut, that's all he takes.
3	10	Actually, the fee's pretty reasonable by what I hear, as Grendel works on volume and repeat biz from shadowrunners rather than hacking off armed SINless. He'll sit down to deal with a wanted man if that's what he's said he's gonna do, otherwise they're fair game. He's got friends—or at least contacts—all over.
4	18	Grendel's rep is top notch, and he's working to broker it into other areas. He may be setting himself up to go into fixing.
5	—	Don't confuse honest with soft with this guy. People who frag him over end up dead or in jail.

KEITH JONES

Contacts	Data Search	Information
0	0	Last century cartoon artist. Hey! Don't look at me like that, I got my hobbies!
1	3	Ares guy works out of the MDC.
2	6	Former military. He used to work in supply and contracting, then turned right around and went to work for their biggest contractor.
3	10	Guy has got expensive tastes and likes his wine, women, and song, but after

		his last divorce he's been putting his nose to the grindstone a bit more. Maybe the bosses had a chat with him.
4	18	Ares must have some serious hold on him though; I heard S-K was wooing him pretty hard, but he's rebuffed their lucrative advances and even helped to fight off the extraction team.
5	—	He's heavily cybered and has a cyberlogician suite including the headware, commlink, and cybereyes package.

RUBY

Contacts	Data Search	Information
0	0	It's a gem. What do you want from me?
1	3	A corporate fixer, kinda hands-on.
2	6	She's a troll and pretty nasty in a fight, as well as being connected in a big way.
3	10	She used to be a shadowrunner; her motto was "negotiation through superior firepower".
4	18	Word is she's working pretty exclusively for Ares these days.

CENTRAL PARK

Contacts	Data Search	Information
0	0	It's a park. You can go there as long as you don't look homeless and you've got a SIN to broadcast.
1	3	They'll wear white gloves when they toss you out if you're trouble. They zero in on non-public and no links fast.
2	6	Everything's subject to search there; packages, commlinks, everything! Guy I know found his commlink was hacked while there ... by NYPD.
3	10	A good hacker can put your comms on the system's "ignore list" to keep them out of your hair.
4	18	If you don't know a guy who can do the hack yourself, a dude named Eddie has been doing a side gig getting people access to the park. For a hundred nuyen you can have his number. *<Contact with Eddie Stevens>*
5	—	Rumor has it that some city workers replacing one of the fountains found a new way into the underground. A couple of them went missing, so now the cops have it under watch. But it should go all the way through if you need a quick exit from the park that the cops won't follow.

OLYMPUS OVERLOOK

Contacts	Data Search	Information
0	0	Eh?
1	3	Yeah, I know that place. Big joint on the edge of Central Park.
2	6	Uses a security plan similar to the other high rises in the area and contracts to NYPD, Inc. for heavily cybered guards.
3	10	Building is Wi-Fi impeded and biofibered and designed to withstand quakes and car bombs.
4	18	Only two ways in normally, front doors and parking garage, both have checkpoints manned 24/7. There are three other doors, fire exits on the side of the building and a roof door down from the helipad; you'll need to physically rewire the security on these though.
5	—	All communications are through a hardwired telecom hub somewhere in the park. If you get access to it you could keep the alarms from reaching the outside world.

CAST OF SHADOWS

GRENDEL

Grendel is a European giant of strong Germanic heritage characterized by a pronounced brow and almost a chalky hue to his barky skin. He traditionally dresses in urban camo when working or on camera, augmenting it with tactical armor as the situation demands. He is moderately cybered, although the need for almost all of his cyberware to be custom made or custom fitted has limited his forays into that area. Obviously Grendel's most striking feature is his height as he is over three meters tall. Much of the humor on his show relates to his struggle to fit into a metahuman sized world. Grendel's demeanor is laid back and casual, and he faces even the most difficult of situations or negotiations with a casual shrug.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
14	5(8)	4(7)	8(9)	4	4	3	5	4	.835	8(11)	3	15/12	15/11

Qualities: Fame (National, +4 on appropriate social tests, including the job negotiation), First Impression, Sinner x2(UCAS and Pueblo)
Skills (Dice Pools): Automatics 13, Clubs 10, Heavy Weapons 11, Influence skill group 7, Longarms 11, Pilot Ground Craft (Motorcycle) 10(12), Pistols 10, Unarmed Combat 13
Knowledge Skills: Criminal Law (Bounty Hunting) 6, Military Procedures 5, Police Procedures 6, Urban Brawl 6
Cyberware (all alphaware): Attention coprocessor 2, cyberears [Rating 3, w/ balance augmenter, damper, sound link], cybereyes [Rating 3, w/ image link, thermographic vision, flare compensation, smartlink], datajack, enhanced articulation,

muscle augmentor 2, platelet factories, sleep regulator, titanium bonelacing, wired reflexes 2
Gear: Ares Victory Camouflage Jumpsuit (5/3, used for social settings), light military Armor [12/10, w/ gyromount, chemical seal, insulated (3)]
Weapons:
Ares Predator IV [Heavy Pistol, DV 5P, AP –1, SA RC —, 15(c)]
AK-97 [Assault Rifle, DV 6P, AP –1, SA/BF/FA, RC —, 38(c), Smartlink]
Stoner-Ares M202 [MMG, DV 6P, AP –2, FA, RC —, 50(c)]

SR5

B	A	R	S	W	L	I	C	Edg	Ess
14	5(8)	4(7)	8(9)	5	3	4	4	4	.31

Initiative: 8(11) + 3d6
Movement: 16/32/+1
Condition Monitor (P/S): 15/11
Limits: Physical 14, Mental 5, Social 5
Armor: 15
Skills (Dice Pools): Automatics 13, Clubs 10, Heavy Weapons 11, Influence skill group 7, Longarms 11, Pilot Ground Craft (Motorcycle) 10(12), Pistols 10, Unarmed Combat 13
Qualities: Fame (National), First Impression, SINner (National)
Cyberware (all alphaware): Attention coprocessor 2, cyberears [Rating 3, w/ balance augmenter, damper, sound link], cybereyes [Rating 3, w/ image link, thermographic vision, flare compensation, smartlink], datajack, enhanced articulation, muscle augmentor 2, platelet factories, sleep regulator, titanium bonelacing, wired reflexes 2
Gear: Full body armor
Weapons:
Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP –1, SA, RC –, 15(c),]
AK-97 [Assault Rifle, Acc 5(7), DV 10P, AP –2, SA/BF/FA, RC —, 38(c), smartlink]
Stoner-Ares M202 [MMG, Acc Acc 5, DV 10P, AP –2, FA, RC —, 50(c)]

WULF

Wulf is a tall human of strong mixed European heritage. A human child of giant parents, Wulf long ago understood she would be in her brother Grendel's shadow if they stayed together. Instead of being resentful of this situation Wulf has become the woman behind the man, and while the duo's show and combat strategy put Grendel at the front of most situations, it's clear to anyone that "lil sis" is the one calling the shots. Wulf is almost eerily beautiful and uses her magic to good effect to augment her on-screen charisma. Despite all this she harbors a bit of an anti-social side, preferring to let her brother interface with people in the face-to-face meets. She is a grade-three initiate of the Norse tradition (Willpower + Charisma). One of her most frightening but seldom used abilities is invoking, which she uses to maintain at least one great form guardian spirit in the shape of a Norse giant. This spirit that she refers to as Grandfather will only be called forth when her or her brother's life is in imminent danger. Grandfather has also pledged to materialize in the physical realm and fight in her brother's defense should she ever die in battle while he still lives.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	Arm	CM
5	4	4	3	6	5	4	6	5	6	8	9	1	8/6	11/11

Skills (Dice Pools): Assensing 8, Astral Combat 7, Banishing 11, Binding 13, Counterspelling 12, Longarms 8, Pistols 6, Spellcasting 14, Summoning 13, Unarmed Combat 6,
Qualities: Fame (National), Magician
Initiate Grade: 3
Metamagics: Invoking, shielding, masking
Gear: Force 4 Sustaining focus, commlink, AR glasses and gloves
Spells: Improved Invisibility, Makeover, Manastatic, Physical Mask, Stunbolt, Stunball, Wreck Vehicle
Bound Spirits: 2 spirits of fire (Force 4), 1 great form guardian spirit (Force 6, Improved Natural Weaponry Optional Power, max hits on Evoking table)

SR5

B	A	R	S	W	L	I	C	Edg	Ess	M
5	4	4	3	6	4	5	6	5	6	8

Initiative: 9 + 1d6
Astral Initiative: 10 + 2d6
Movement: 8/16/+2
Condition Monitor (P/S): 11/11
Limits: Physical 5, Mental 7, Social 8
Armor: 0
Skills (Dice Pools): Assensing 8, Astral Combat 7, Banishing 11, Binding 13, Counterspelling 12, Longarms 8, Pistols 6, Spellcasting 14, Summoning 13, Unarmed Combat 6
Qualities: Fame (National), Magician
Initiation Grade: 2
Metamagics: Shielding, masking
Gear: Force 4 Sustaining focus, Hermes Ikon commlink (Device Rating 5), AR gloves, AR glasses
Spells: Detox, Improved Invisibility, Physical Mask, Stunball, Stunbolt
Bound Spirits: 2 spirits of fire (Force 4), great form guardian spirit (Force 6)

KEITH JONES

Keith is an attractive middle-aged man who appears to be in his late thirties even as he approaches fifty-five. He has filled many roles in his life: infantry officer, supply officer, conspirator, and corporate exec. Through it all he has never stopped looking out for number one, and he has done whatever he could to "get ahead of the game." The crushing of the New Revolution was a significant setback to his plans, forcing him to retire early and become indebted to his contacts in Ares rather than them wooing him to join the company as more of an equal. With some recent shakeups in Ares, Jones once again sees an opening and is attempting to move up in the company through hard work and devoted backstabbing. Little does he suspect that his past is about to catch up to him. Keith has always been a devoted transhumanist and as such carries more ware then many street sams, although

much of it is to boost his abilities as an executive and negotiator. Runners attempting to get something like information out of Jones will do well to appeal to his vanity by showing admiration for all that he's done.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP	Arm	CM
4	3	4(6)	3	5	5	5	5	3	0.75	9(11)	3	6/2	10/11

Skills (Dice Pools): Athletics skill group 1, Close Combat skill group 5, Con (Fast Talk) 10(12), Cracking skill group 7, Dodge 9, Electronics skill group 7, Etiquette 4, Firearms skill group 6, Leadership 9, Negotiation (Bargaining) 11(13), Perception 7
Qualities: Buggy Ware (Move-by-Wire), Buggy Ware (Duress Resistance System), First Impression, Trustworthy
Augmentations (all betaware): SK Cyberlogician suite (commlink has emo-soft Rating 5), move-by-wire 2 (w/ cutoff), cybereyes [Rating 2, w/ smartlink, low-light vision, vision enhancement 2], cyberears [Rating 1, w/ audio enhancement 1], duress resistance system, tailored pheromones 2
Gear: Ares equivalent of Actioneer Business Clothing
Weapons:

Ares Light Fire 70 [Light Pistol, DV 4P, AP —, SA, RC —, 16(c), w/ smartlink]

SR5

B	A	R	S	W	L	I	C	Edg	Ess
4	3	4(6)	3	5	5(7)	5	5	3	1.15

Initiative: 11 + 1D6
Movement: 6/12/+2
Condition Monitor (P/S): 10/11
Limits: Physical 7, Mental 7(8), Social 6
Armor: 8
Skills (Dice Pools): Athletics skill group 1, Close Combat skill group 5, Con (Fast Talk) 10(12), Cracking skill group 7, Electronics skill group 7, Etiquette 4, Firearms skill group 6, Gymnastics 9, Leadership 9, Negotiation 11, Perception 7
Qualities: First Impression
Augmentations (all betaware): Cerebral booster 2, commlink (Device Rating 4), 2 datajacks, cybereyes [Rating 2, w/ smartlink, low-light vision, vision enhancement 2], cyberears [Rating 1, w/ audio enhancement 1], data lock 6, duress resistance system, mnemonic enhancer 2, tailored pheromones 2, wired reflexes 2
Gear: Actioneer Armor Clothing
Weapons:

Ares Light Fire 75 [Light Pistol, Acc 6(8), DV 6P, AP —, SA, RC —, 16(c)]

Note 1: Jones' move by wire is a first-generation system; as such it causes him minor seizures if he leaves it on constantly, meaning he usually elects to activate it (with a Free Action) only when suspecting trouble. Its outdated nature means that it cannot be hacked in any way, as its connections are strictly DNI (for SR5, his wired reflexes have a similar defect and he tends to leave them off). His duress resistance system is a prototype piece of cyberware in clinical testing by Ares Medical. It uses a combination of built in data storage, a pain editor, and an expert system to constantly scrub all a person's memories from their brain and commit them to computer backup recalling them as needed. This device gives Jones a perfect memory, which could be troubling if he sees the runners at the office and then they show up on the door camera as the pizza delivery person. It also makes him completely immune to the Mind Probe spell and immune to most of the more brutal coercive effects by acting as a pain editor. In addition he rolls an additional 2 dice to resist all illusion or mental manipulation spells. This means that talking to Jones, especially extracting a confession, will be mostly a roleplaying challenge that requires excellent social skills. Runners wishing to get a scan of this equipment must acquire a device capable of making the scan and then succeed on a Logic + Cybertechnology (4) Test. A glitch on this roll causes the runners to take unusable scans, though they believe them to be genuine. A critical glitch causes the DRS to detect the scan and detonate its built in cranial bomb, killing Jones. This device is not wireless enabled in any way that might render it hackable short of invasive cyber surgery.

Note 2: If things are too easy for the runners, gamemasters are encouraged to have Jones utilize his internal commlink to "phone home," even if he is not conscious, through automated scripts. This could prove a detriment to runners not using jammers or Wi-Fi-inhibiting technology.

ADVENTURE BACKGROUND

Years ago, the New Revolution set out to seize control of North America in the name of restoring the United States of America to prominence. They ultimately failed spectacularly, but their behind-the-scenes influence was felt, or at least rumored, in much of the turnover in North America following the second Matrix crash. One of the group's more enduring but benign legacies is the True American political movement in the CAS, which managed to successfully take the presidency in the '60s. With the Technocrats poised to claim even more power within Congress, the True American Coalition is dusting off the New Revolution playbook.

Fortunately the Technocrats have their own ally: a veteran New Revolution operative and former shadowrunner named Tom Paine, a.k.a. Ace. While the runners may start out adversarial towards him, he will use his connections to quickly seize control of the developing situation, hopefully by giving the shadowrunners a choice to turn them into his greatest asset in this game.

MISSION SYNOPSIS

How the runners arrive in this situation depends on whether they played the *Deconstructing Patriots* adventure and how well it went. It is recommended, but not required, that runners play *Deconstructing Patriots* before this module.

If the runners worked with Grendel to bring Mover in, regardless of who they went through, they will enter the module traveling with Grendel and his entourage as they enter the CAS. Soon after they cross the border, they are intercepted by CAS agents. Grendel and his people are turned back, and they divest themselves of the team. The runners are then invited to a private meeting with an interested party. They have the option of turning around and leaving the CAS, of course, but doing so puts them out of the adventure. If the runners betrayed Grendel and survived (presumably by neutralizing him), they will be contacted by Ace. He sees them as talented, if not particularly discreet, assets. Ace has been a longtime supporter of the Technocrat party in the CAS, and in the past few days he has been rewarded for his efforts. He, or rather one of the false identities he built for himself by disposing of and replacing a CAS intelligence analyst, has been elevated to the position of Director of Strategic Intelligence. This effectively protects him from the standing New Revolution bounties and essentially washed away his old identity.

Runners that did not play *Deconstructing Patriots* are hired for this job based on a fixer's recommendation. Their travel will be provided and a small retainer advanced. If the game involves a mixed group of those who have played *Deconstructing Patriots* and those who have not, they are advanced an additional sum to see to Mr. Johnson's security during the initial meet and to hear his offer.

No matter how the runners get to the meet, the outcome is roughly the same. Their Johnson is Tom Paine, also known as Ace, a former shadowrunner and New Revolution conspirator. He wants to hire the team to solve a number of problems for him. The first is neutralizing a group of kidnappers and rescuing their eight-year-old hostage. Once they have accomplished this, Ace's second task is neutralizing a paramilitary group, non-lethally if possible, and determining who sent them.

The effort to retake the kidnappers is a simple tactical question requiring an exercise of firepower in a Z-zone. The kidnappers are using a Zobop gambling house as their base of operations. This increases the difficulty of getting in, but also allows socially adept runners to enter the site as patrons or to engage in negotiations with the house's mistress to end the conflict without bloodshed.

The second job takes place at a Stuffer Shack and is even more straightforward, at least until the team finds out that the paramilitary squad, which they have every indication are Aztlan Jaguar Forces, are actually Sioux Wildcats trying to start a war.

SCENE 1A: OPPORTUNITY 'LINKS

SCAN THIS

In this scene, runners who did not go through *Deconstructing Patriots* are brought in from out of town. Runners who betrayed Grendel are also brought into the mix.

TELL IT TO THEM STRAIGHT

For runners who were not involved in Deconstructing Patriots in any way:

Everyone needs a vacation now and again, a chance to get out and see sprawls other than your own. So when your fixer made you aware of someone requesting out-of-town talent for a limited engagement in the CAS, it seemed like a good chance. With travel expenses paid and a small advance just for showing up and hearing the J out, you didn't have much to lose. You get a fake ID that gets you onto a plane and a round trip ticket to St. Louis, plus a box for your gear to be sent in. You're even promised a loaner vehicle to use if you accept the job. At the airport, a man in a dark suit has an ARO with your name on it, and a limo takes you towards the meeting site. This must be how the other half lives. You could get used to this. Of course, you snap back to reality when you realize your meeting site is a rest area that has been closed for renovations for what looks like years.

For runners who were involved in Deconstructing Patriots and betrayed Grendel:

Even your fixer is dodging your calls this week. That little fracas with the bounty hunters has gotten way out of proportion, even if they were TV stars. You've started to look at the money for that job and consider how long it could last you if the jobs stop rolling in. Just as you're considering this math, your commlink pings with a message. "I heard about your involvement with Jones in New York and how that went down. I'm not sure I approve of your lack of professional ethics. However, your actions at least prove you are not allied with my enemies. I need to put a team together on short notice. Enclosed you will find a plane ticket and a set of one-time credentials that will get you through airport security with a small retainer. I can provide you with replacement small arms when you get here. Your plane departs in three hours." The message is signed "Ace." With the simple go or no go choice like that, it's not long before you find yourself at the airport and soon enough on the ground. An ARO directs you to a cab, which brings you to a deserted rest area with some unsubtle secret agent-types hanging about.

BEHIND THE SCENES

The runners have been brought to St. Louis from wherever their home sprawl is. For the runners that have just now been brought aboard, their fixers who connected them to this job said they'd be working for a runner-turned-fixer named Livewire. He used to be fairly big in the shadows, but he dropped off the radar a few years ago. Rumor has it he was an otaku who didn't make it through the anti-technomancer purges. Now he's back and has put the word out requesting out-of-town talent for a rush job. Further information can be gained by doing legwork.

The new runners have been paid a retainer of 1,000 nuyen for the travel time and to ensure the meeting goes off without a hitch. Additionally, the Rating 3 fake SIN they have been given is theirs to keep, although it is unlikely to stand up to the rigors of air travel in the future.

For the runners who betrayed Grendel in *Deconstructing Patriots*, the ride is less pleasant. The fake SIN they've been issued is essentially burned by the travel, and their retainer is an insulting 500 nuyen. No efforts will be made to get their weapons through customs or airport security. Instead, they will be provided up to two weapons off the shelf, up to availability 12, with enough spare regular ammo for one reload.

The meeting itself is at a closed interstate rest area just outside St. Louis in UCAS territory. The location is remote, surrounded on all sides by soybean fields. There is a light security presence—men and women in dark business wear, all looking like the company man and secret-agent stereotypes. These agents are all from the Department of Strategic Intelligence field office near St. Louis. They ask the runners to have a seat while they wait for the last few stragglers and Mr. Johnson to arrive.

At this time weapons and gear will be delivered for runners not coming in from *Deconstructing Patriots*.

PUSHING THE ENVELOPE

None, unless the runners attack the Johnson's security detail or airport security.

DEBUGGING

The biggest thing that can go wrong with this scene is runners not wanting to get on the plane. In the case of runners who are unaffiliated with the previous mission, encourage them to talk to their contacts and do legwork on Livewire to put their minds at ease. For runners who have played the previous adventure, remind them that no one is returning their calls or calling them with work, so while they might not be desperate to eat, a chance to work and repair their reputation might do them some good. In either case, if the runners simply will not get on the plane, they are out of the adventure.

The other main area of conflict will be runners who try to sneak items onboard the plane. Airport security in the Sixth World is tighter than our own and requires passage through Rating 6 scanners of any type you can think of. Ultimately, the goal here is not to rob the runners of their toys, but rather, to reflect a logistics headache present in the Sixth World. For runners not coming in via *Deconstructing Patriots*, Livewire/Paine facilitates getting them their gear as promised, no matter how outlandish. The only reason he can't get them their vehicles is the timeframe. For runners who betrayed Grendel, it is not in Paine's best interests to make sure they are fully armed on this mission, so he is significantly less facilitating.

SCENE 1B: ON THE ROAD AGAIN

SCAN THIS

Runners who worked with Grendel experience a jarring transition and meet their potential new boss.

TELL IT TO THEM STRAIGHT

As far as ways to travel across the country go, a tour bus isn't half bad. Plenty of space to stretch out and kick back, a satellite uplink for places where the Matrix is sketchy, and a wet bar stocked to rock-star standards. The trip down south has been underway for several hours. Grendel has given you the basic details of your job, including an offer for the same money as last time. Your target is some sort of political lobbyist down south. He's got money and power, but shouldn't be anywhere near as well protected as Jones was. As the bus drives closer to St. Louis and a crossover into CAS territory, Wulf suddenly looks up and swears in German. "Fricken!" she exclaims and gestures at the display, transferring what she's

seeing onto the bus's public node and AR display screen. On the screen, your target is pictured shaking hands with the president of the CAS, Ramsay McMulkin, and the scroll on the bottom reads: "The CAS Senate has completed final confirmation proceedings for Thomas Paine to the post of Director of Strategic Intelligence. A relative unknown in political circles, Paine has had a quiet but distinguished career in the intelligence community."

"That guy was supposed to be our target." Grendel says with a heavy sigh.

At that moment, AR warnings start going off in the bus. An unmarked sedan with wailing siren is signaling for you to pull over at a closed down rest area ahead. Without input from anyone onboard, the autopilot begins to comply.

BEHIND THE SCENES

The runners' target, former New Revolution member Ace, has been confirmed as head of the CAS internal and external spy agency. While this does not make him untouchable, it would certainly make collecting the bounty on his head extremely difficult.

This scene is designed to jolt the runners a little, but all things considered, it shouldn't be too frightening. They've got all their legal-carry gear on their persons, their heavier stuff is in the luggage compartment of the bus, and their vehicles are on the flatbed truck behind them. Grendel seems ready, but ultimately unconcerned, and he points out that if the people in the car behind them were going to open up and start shooting, they wouldn't bother pulling them over. He correctly assumes that whoever it is wants to talk rather than fight.

The bus pulls to a stop, unless actions are taken otherwise, in the parking lot of an abandoned interstate rest area. Nearby are several black sedans and people in business suits. A Judge Intentions (2) Test shows runners that their posture is wary, but not immediately threatening. One man steps up to the bus and asks to speak with Grendel, who hunches down and climbs off. The two talk quietly around the rear of the bus, their conversation covered by the engine noise. Their talk culminates in the two shaking hands and the agents handing Grendel a chip containing the location of two bounties in the CAS.

Grendel re-boards the bus and explains to the runners that their services are no longer required, and he's sorry things have turned out this way. He and his team are going to leave to pursue some lower-profile bounties they have been made aware of. Grendel has been assured that the runners are free to go. However, he's been told that there is a Mr. Johnson waiting inside one of the rest area shelters with a job offer. They might as well hear him out while Grendel's people offload their vehicles and heavy gear. Furthermore, for the runners' time and confidentiality on what will be discussed, there is a 1,000-nuyen retainer just for attending the meeting, which the agents have on certified credstick.

PUSHING THE ENVELOPE

None, unless the runners attack the security detail.

DEBUGGING

Runners have every reason to be wary, as they are suddenly cast into a situation where their previous assumptions have been invalidated. The greatest threat would be runners trying to commandeer the bus and make a run for it. Grendel will be furious should anyone try this, and will encourage the runners not to try it. He will personally guarantee their protection, but as a legally operating bounty hunter, he needs to avoid a high-speed car chase unless it is absolutely necessary.

SCENE 2: AN OFFER YOU CAN REFUSE

SCAN THIS

The runners get not one, but two job offers from a highly placed source.

TELL IT TO THEM STRAIGHT

The roar from the interstate is somewhat lessened when you make your way into the primitive shelter. Stone walls and the wooden roof would keep the worst of the wind and rain out but not offer much else in the way of protection. The evening air is muggy, and the cooler filled with beverages looks inviting. Shortly after you arrive, an impeccably dressed man in a dark-blue power suit comes in and smiles at you. While the smile seems genuine, his eyes dart over you with a practiced scan. You recognize him from something. You've seen him briefly on the talking head news channel. This is Tom Paine, director of the Department of Strategic Intelligence, the Confederation of American States' answer to the CIA, FBI, and other intelligence operations wrapped into one. It's always been said that you make the big time by accident, and this may be one of those cases. The gravity of the moment is reduced by the dark-suited agent walking in behind him carrying a plate heaped high with burgers, hot dogs, and corn on the cob. Smells like the real stuff, too.

BEHIND THE SCENES

Tom will encourage everyone to grab food before he begins, taking a burger for himself and slathering it with mustard. He's a congenial man who appears to be in his late thirties or early forties. Once the runners have had a chance to either get food and drink or decline it, he launches right into business between bites of his burger. He has a couple of quick jobs that need doing in St. Louis on short notice. One is a hostage rescue, and the other is neutralization of a covert operations team of unknown origin.

Pay for each job is 5,000 nuyen. In the case of the hostage rescue, it requires the hostage to be recovered alive and relatively unharmed. As of the last report, the hostage in question was completely unharmed. The neutralization job requires the runners to defeat all members of the paramilitary team.

In the case of the neutralization, he'll pay a bonus of 2,000 nuyen if the runners can identify the opposition's affiliations and motives. A successful Negotiation + Charisma Opposed Test adds an additional 500 nuyen per net hit (maximum of 6 hits for 3,000 nuyen extra) to the final payment.

Once the terms are set, Paine provides more details.

The first target is a team of low-grade thugs who have kidnapped a young girl, Jana Hurly, who is the granddaughter of prominent political figure, Margaret Hurly. The kidnapping hasn't yet made the public news, and Paine would prefer to keep it that way. The kidnappers' demands are not specific, but it basically

Vital Statistics

DSI AGENTS (PROFESSIONAL RATING 4)

These men and women in black are about as surprised as anyone to be here. Their new boss blows into town and gives them an assignment to make a covert meeting across the border happen in a few hours. Most of them see it as a test of their skills and abilities, and they are less than pleased to see shadowrunners present.

Though most have some familiarity with small arms and tactics, they are more investigators and bag men. Should combat break out, they will fight off the runners long enough to get the vehicles and get away.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4	3	3	4	3	3	6	8	1	5/3	10

Skills (Dice Pools): Clubs (Stun Baton) 7(9), Infiltration 6, Perception 7, Pilot Ground Craft 6, Pistols 6, Shadowing 5, Unarmed Combat 7

Gear: Actioneer Business Clothes, commlink (Device Rating 5), AR glasses [Capacity 4, w/ image link, low-light vision, flare compensation, smartlink]

Weapons:

Ares Predator IV [Heavy Pistol, DV 5S, AP +1, SA, RC –, 15(c), w/ gel rounds]

SR5

B	A	R	S	W	L	I	C	Ess
4	4	4	3	3	3	4	3	6

Initiative: 8 + 1d6
Movement: 8/16/+2
Condition Monitor: 10
Limits: Physical 5, Mental 5, Social 5
Armor: 8
Skills (Dice Pools): Clubs (Stun Baton) 7(9), Perception 7, Pilot Ground Craft 6, Pistols 6, Shadowing 5, Sneaking 6, Unarmed Combat 7
Gear: Actioneer Business Clothes, commlink (Device Rating 5), AR glasses [Capacity 4, w/ image link, low-light vision, flare compensation, smartlink]
Weapons:

Ares Predator V [Heavy Pistol, Acc 5(7), DV 8S, AP –, SA, RC –, 15(c)]

involves squelching several local and national CAS political issues. One of these is an effort to place St. Louis under shared CAS and UCAS control in order to ease trade through the area and improve security.

The kidnappers lifted the girl from school and have moved her to a safe house located in a local brothel and gambling house called Erzulie's Rest. The brothel is run by a Voudoun mambo named Mama Martha who is Zobop affiliated. Paine can provide the brothel's location and would like the runners to go there tonight and free the girl. He knows that the kidnappers are holed up in the basement separate from the patrons of the establishment. Once Jana has been recovered, Paine will arrange for her to be returned to her grandmother.

If asked what his interest in all this is, it's quite simple. He is pushing for the legislation that has been delayed by the kidnapping, and by resolving this matter quickly and silently, he not only furthers his goals but ensures that Margaret Hurly owes him a considerable debt. Besides that, he disapproves of the kidnapping of eight-year-old girls as a political tool. He is in the happy position of being able to show this disapproval by getting runners to shoot the offending party in the face for money.

The second job is more nebulous. Paine has recently become aware of a covert operations team crossing the border into CAS territory, in the final stages of planning some kind of operation. He is not sure of the details, but can only guess that they are not positive. He wants to pay the runners to capture the team alive, or kill them and bring in the bodies. If possible, he'd also like them to identify the team's true affiliation and recover proof of the same.

Other than that, he'd like these jobs completed within the next few days, and to that end he can supply much of the necessary intelligence needed to get the job done, including target locations (namely Erzulie's Rest, a brothel where Margaret Hurly's granddaughter is being held, and a Stuffer Shack serving as the temporary headquarters of the covert ops team). If the gamemaster wants to make the runners do some legwork to find these spots, she can have Paine simply provide clues instead of specific locations; otherwise, Paine can provide exact locations so all the runners have to do is show up and get the action started. Paine also provides a Bulldog Step Van for the team's use if no one on the team has access to a vehicle. At this time, runners who betrayed Grendel in *Deconstructing Patriots* will have their issued weapons given to them.

It is possible that the runners may have questions for Paine: how he found them, how he came to be in the position he is in, or why he has done the things he has. Paine will be deliberately but not rudely evasive, implying that his information-gathering resources are second to none and he has many friends in the shadows. He doesn't regret his involvement in the New Revolution, only that they didn't live up to the ideals he ascribed to them. In the intervening time, he has become a lot more cynical.

PUSHING THE ENVELOPE

If the runners linger too long at the rest area after the DSI agents have left, a highway patrol officer (use stats for Lone Star or Knight Errant Officer, p. 282, *SR4A*, or p. 383, *SR5*) may arrive to investigate lights and vehicles at the rest area. While it would be trivial to deal with him, if he doesn't check back in with dispatch more officers may come to the scene.

DEBUGGING

This scene is even simpler then the preceding ones. The runners can either take the job and head off, or opt not to and essentially end the adventure. The only major interruption would, of course, be a runner wishing to throw down with Paine and his security detail. If this happens, roll with it, but make it absolutely clear that the bounty on Paine is no longer valid, and that normally bad things happen to runners who decide to mix it up with the heads of national spy agencies.

The other odd occurrence that might come into play in this scene is the presence of a team that came in by multiple means.

Runners that were not involved in *Deconstructing Patriots* can be inserted easily with runners who were, as they are talent brought in to bulk up the existing team. In the event that some of the team betrayed Grendel and some worked with him, blame the inconsistency on Lofwyr and instruct the players with a smile to have their runners ignore the spectacle or risk becoming a dragon snack.

SCENE 3: THE LOVE SHACK

SCAN THIS

The runners mount a rescue attempt at the Erzulie's Rest brothel. This scene can go as easy or as hard as the runners wish to make it. While a frontal assault is possible, subtler methods can be used to gain access to the brothel.

TELL IT TO THEM STRAIGHT

The kidnappers' safe house is the biggest on a block of what used to be a fine neighborhood before VITAS and urban decay took their toll on the area. It is a large split-level house with a large front yard down to the street and a fenced-in back yard. Mounted cameras are visible on the outside of the building. The place is apparently doing a brisk business. Cars and trucks are pulled into the driveway and parked on the street, and the dark-skinned bouncer on the front porch would not be out of place on the front step of any club.

BEHIND THE SCENES

The house is in the middle of a residential neighborhood in the suburbs of St. Louis, on the edge of the UCAS zone before the river. The neighborhood has fallen into disrepair and has no contract with the local law enforcement services. Instead, security is handled by the Riverfront Krewe, a Zobop-affiliated gang that also serves as the only Zobop toehold this far north. The house is open for business from 10 a.m. to 4 a.m.

The house is a split-level four-bedroom home. The upstairs and downstairs living room areas have been converted into gambling areas with tables for blackjack, roulette, and poker. Horseracing and other competitive sports are also shown on 2D screens so that customers can see how their bets are doing. There is a bar and cashier's cage upstairs across from the staircase through an arch where the kitchen and dining room areas would have been. The deck area has been covered and is used as an office and small shrine by Mama Martha. The house's bedrooms have been remodeled slightly to add a small toilet, sink, and shower to each room for use by clients and the prostitutes. The garage area has been converted into an impromptu barracks for Krewe gang members and house staff. There are three doorways into the house: one at the front, one in the rear into the laundry room, and one into the deck/office. All of these doors have maglocks with an additional maglock on the door leading from the house to the laundry room. The garage doors have been sealed into position, but a Body + Strength (5) Test can wrench them open.

Of greatest interest to the runners will be the former laundry room, now converted into a safehouse the Zobop rent out to

RIVERFRONT KREWE GANG MEMBERS (PROFESSIONAL RATING 2)

The Krewe members serve as both staff and guards for the gambling house and brothel.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	4	4	3	3	4	3	3	6	8	1	8/6	0

Skills (Dice Pools): Athletics skill group 5, Clubs 7, Infiltration 6, Intimidation 4, Perception 5, Pistols 7, Unarmed Combat 7
Gear: Armor jacket, 1 dose of cram
Weapons:
Browning Ultra-Power [Heavy Pistol, DV 5P, AP –1, SA, RC –, 10(c)]
Stun Baton [Club, Reach 1, DV 6S(e), AP –half]

SR5

B	A	R	S	W	L	I	C	Ess
4	4	4	3	3	3	4	3	6

Initiative: 8 + 1d6
Movement: 8/16/+2
Condition Monitor: 10
Limits: Physical 5, Mental 5, Social 5
Armor: 12
Skills (Dice Pools): Athletics skill group 5, Clubs 7, Perception 5, Intimidation 4, Pistols 7, Sneaking 6, Unarmed Combat 7
Gear: Armor jacket
Weapons:
Browning Ultra-Power [Heavy Pistol, Acc 5(6), DV 8P, AP –1, SA, RC –, 10(c)]
Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP –5]

Note: In the case of possessed Krewes, add the spirit's rating to all physical stats and use the spirit's skills and powers, including immunity to normal weapons.

those who need it. Currently it has five occupants: Jana and the low-grade thugs assigned to guard her. Her guards are not the same agents who extracted her, but dumb muscle hired from the local dregs of humanity because they're cheaper by the hour than professional shadowrunners. Their job is to watch the girl, make sure she doesn't escape, and kill her if anyone comes to rescue her. The laundry room has a toilet, sink, and bunk beds for the guards to use. The guards order takeout for themselves and their hostage. One hole present in the house's security is that the exhaust port for the dryer has been left in place, covered only with duct tape. A grenade, microdrone, or other device could be passed through there into the laundry room. Similarly, a runner could make an Escape Artist + Agility (3) Test to reach around and unlock the door from inside. A glitch on this test results in the runner spraining their shoulder, inflicting a –2 penalty on all actions with that arm until treated with the Medicine skill or a Heal spell. A critical glitch causes the runner to knock over something inside and get stuck, requiring a Body + Strength (2) Test to get free.

From a technical standpoint, the house has Rating 5 cameras at both the front and the rear, and one facing each side. These are slaved to a security node that also controls the house's maglocks, which are also Rating 5. The node also runs a Rating 4 Agent with Rating 4 Clearsight to monitor the cameras and watch for intruders. During operating hours, it sends a silent alert to the commlinks of all staff members if it spots something suspicious. While the house is closed, it does that and also plays an audible alarm in the building. There are glass windows on the second floor, but the ones on the first floor have been boarded up. The front door remains unlocked during business hours.

A possessed guard remains outside the building at all times. He only allows members of the Zobop gangs or patrons of the establishment to enter. Runners may pass themselves off as gamblers or patrons by passing a Etiquette + Charisma (2) or Willpower + Intimidate (4) Test before the door guard will let them pass. Once inside, they will be expected to buy 500 nuyen worth of chips. Obviously, if the runners have to leave in a hurry these funds will be hard to reclaim.

There are a number of Krewe members equal to the number of PCs plus three. Additionally, if Mama Martha suspects an attack, she will direct a bound spirit to possess another gang member. These vessels are prepared for this, and the possession automatically succeeds. Additionally, a bound spirit has been placed in the astral to attempt to possess anyone that uses violence within the house against the patrons, guests, or staff. Being as these are spirits loyal to Erzul, the Loa of Love, in all its forms, they will first instruct the troublemakers to stand down, giving them one phase to comply. If that fails, they attack.

As a last challenge, the brothel has a background count of 2 aspected toward the Voodoo tradition.

If there is a commotion in the house, the thugs guarding Jana will fight first, but if there are only one or two left they will grab her and attempt to use her to barter safe passage. To their credit, none of them really planned on killing an eight-year-old, so they don't immediately act on their orders to do so. However, once they feel there is no other option, they grab Jana and place a gun to her head and hold action waiting to fire. A successful Intimidate + Charisma or Negotiate + Charisma (4) Test can convince them to release her and leave.

As a final option, runners may decide based on legwork on Mama Martha to meet with the mamba and convince her not to interfere, based on the problems her current houseguests might cause her. If the runners can net hits on a Con + Charisma or Negotiate + Charisma (5) Test, the mambo will concede their logic and request that they wait a moment. She will lead them downstairs and unlock the door to the laundry room as loud thumping and crashing shakes the side of the house. Inside, a possessed Jana has just finished snapping her bonds and thrashing her keepers. The spirit will then leave her, and the runners are free to depart the house after the Mamba extracts a promise from them to bring no evil to her door.

Whether it happens through house-clearing violence, stealth, or diplomatic means, once the runners have either secured Jana or failed, it is time for them to call in their findings and move on. In the event of a successful rescue, Paine will send DSI agents to pick up Jana and whisk her away toward a reunion with her family.

KIDNAPPERS (PROFESSIONAL RATING 2)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	3	3	3	2	3	3	2	6	6	1	6/4	9

Skills (Dice Pools): Athletics skill group 4, Blades 5, Infiltration 4, Intimidation 4, Perception 5, Pistols 6, Unarmed Combat 5
Gear: Armor vest, 1 dose of cram
Weapons:
Colt America L36 [Light Pistol, DV 4P, AP –, SA, RC –, 11(c)]
Knife [Blade, Reach –, DV 3P, AP –]

SR5

B	A	R	S	W	L	I	C	Ess
3	3	3	3	2	3	3	2	6

Initiative: 6 + 1d6
Movement: 6/12/+2
Condition Monitor: 10
Limits: Physical 4, Mental 4, Social 4
Armor: 9
Skills (Dice Pools): Athletics skill group 4, Blades 5, Intimidation 4, Perception 5, Pistols 6, Sneaking 4, Unarmed Combat 5
Gear: Armor vest
Weapons:
Colt America L36 [Light Pistol, Acc 7, DV 7P, AP –, SA, RC –, 11(c)]
Knife [Blade, Acc 5, Reach –, DV 4P, AP –1]

PUSHING THE ENVELOPE

At the gamemaster's discretion, there may be other shadowrunners among the house patrons. Use one or two of the pregens from the *SR4A* or *SR5* as appropriate.

DEBUGGING

The biggest challenge for this scene is keeping the game moving in a timely matter. If the runners seem truly bogged down on how to enter the house, one or more of Jana's guards might come outside for a smoke break or other diversion. Ultimately, this is an encounter designed to reward creativity as much as raw firepower.

SCENE 4: SUBTERFUGE AT THE STUFFER SHACK

SCAN THIS

Having learned of the location of the covert ops team either from Paine or from some source of the gamemaster's choosing, the runners prepare their assault on the most common of all urban features: a Stuffer Shack.

TELL IT TO THEM STRAIGHT

A Stuffer Shack? A fragging Stuffer Shack? What self-respecting covert operations team plots out of a Stuffer Shack? Still, you have to admit they are about as unobtrusive as you can get. As you arrive you notice that there is a handwritten "Closed" sign on the door.

BEHIND THE SCENES

The runners need to get through the Stuffer Shack and find the team in the back. The fact that they're at a closed Stuffer Shack should be the first sign that something weird is going on. Stuffer Shacks don't close unless there's a riot or an active shooting going on inside, and sometimes not even then.

There are six Sioux Special Forces soldiers waiting inside. They are dressed as Aztechnology Jaguar Guards, mixing both modern and traditional military garb and custom. One of them has even set up a small shrine in the manager's office and ritually cut out the hearts of two actual Stuffer Shack employees to add to the realism. Despite appearances, the team has no actual connection to Aztlan. In actuality, they are Sioux Wildcats conducting a false-flag operation in an effort to provoke the CAS into a conflict with Aztlan to take pressure off the Sioux's own southern border.

"AZTLANER" COMMANDOS (PROFESSIONAL RATING 6)

Covert operatives inserted into the CAS by the Sioux Office of Military Intelligence. They have been waiting until just after the election is completed before planning to execute a brazen attack on Atlanta to try and sway public opinion against Aztlan. They are prepared to die for their cause and will kill themselves if they are alive but no longer able to fight.

B	A	R	S	C	I	L	W	Init	IP	Arm	CM
5	5(7)	5(7)	4(6)	3	4	3	5	11	3	8/6	10

Skills (Dice Pools): Athletics skill group 11, Blades 10, Firearms skill group 11, Heavy Weapons 8 , Influence skill group 4, Perception 7, Unarmed Combat 10
Gear: Armored jacket
Augmentation: Cybereyes [Rating 3, w/ flare compensation, low-light vision, smartlink), muscle augmentation 2, muscle toner 2, sytnthacardium 3, wired reflexes 2
Weapons:
Combat knife [Blade, Reach –, DV 4(5)P, AP –half]
Ares Predator IV [Heavy Pistol, DV 5P, AP –1, SA, RC –, 15(c), w/ 6 extra clips]
FN HAR [Assault Rifle, DV 7P, AP –2, SA/BF/FA, RC 2, 35(c), w/ explosive ammo, 9 extra clips]

SR5

B	A	R	S	W	L	I	C	Ess
5	5(7)	5(7)	4(6)	5	3	4	3	1.5

Initiative: 9(11) + 3d6
Movement: 14/28/+2
Condition Monitor: 11
Limits: Physical 6(8), Mental 5, Social 5
Armor: 12
Skills (Dice Pools): Athletics skill group 11, Blades 10, Firearms skill group 11, Heavy Weapons 8, Influence skill group 4, Perception 7, Unarmed Combat 10
Augmentation: Cybereyes [Rating 3, w/ flare compensation,

Vital Statistics

low-light vision, smartlink), muscle augmentation 2, muscle toner 2 sytnthacardium 3, wired reflexes 2
Gear: Armor jacket
Weapons:
Survival knife [Blade, Reach –, DV 8P, AP –1]
Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP –1, SA, 15(c), w/ 6 extra clips]
FN HAR [Assault Rifle, Acc 5(6), DV 11P, AP –3, SA/BF/FA, RC 2, 35(c), w/ explosive ammo, 9 extra clips]

"AZTLAN" COMBAT MAGE (PROFESSIONAL RATING 6)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
4	4	4	3	5	4	3	5	6	6	8	1	9/7	10

Skills (Dice Pools): Banishing 12, Conjuring 10, Counterspelling 10, Perception 7, Pistols 7, Spellcasting 11, Unarmed Combat 8
Qualities: Magician (Shamanic Tradition, Resist Drain w/ Cha + Will)
Gear: Armor jacket
Weapons: Ares Predator IV [Heavy Pistol, DV 5P, AP –1, SA, RC –, 15(c), w/ 6 extra clips]
Spells: Armor, Fireball, Heal, Invisibility, Lightning Bolt, Stunbolt

SR5

B	A	R	S	W	L	I	C	Ess	M
4	4	4	3	5	3	4	5	6	6

Initiative: 8 + 1d6
Astral Initiative: 8 + 2d6
Movement: 8/16/+2
Condition Monitor (P/S): 10/11
Limits: Physical 5, Mental 5, Social 7
Armor: 12
Skills (Dice Pools): Banishing 12, Conjuring 10, Counterspelling 10, Perception 7, Pistols 7, Spellcasting 11, Unarmed Combat 8
Gear: Armor jacket
Weapons: Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP –1, SA, 15(c), w/ 6 extra clips]
Spells: Armor, Fireball, Heal, Invisibility, Lightning Bolt, Stunbolt

Once the dust settles, the runners may want to clear out. They've done the job they needed to do and can now head out and get paid. More inquisitive runners, however, may not feel right about this and wish to dig deeper. The following are tests that can be used to determine the truth, depending on what they are doing.

1) A runner looking at the bodies can make a Medicine + Logic (2) Test to identify scarring indicating the removal of tattoos, especially on the arms and face, indicating tribal patterns.

2) A runner checking the Special Forces members' commlinks can perform a Data Search + Browse (Computer + Logic in *SR5*) Test to find hidden and deleted files. While the files themselves are not readable, the file markers indicate some level of military encryption and proprietary data format.

3) An examination of the ritual scene and a Ritual Sorcery + Logic (2) Test confirms that it doesn't match up to any sort of Aztlan ritual.

4) Interrogating a live prisoner with a successful Intimidation + Charisma Opposed Test or the Mind Probe spell will cause them to partially break and begin rattling off their name, rank, and SIN. The SINs are obviously not Aztlan in origin. Many of them are criminal or come from the NAN countries.

5) The capture of a live combatant to bring back to Mr. Johnson.

6) A successful Computer + Trace (or Trace Icon action, p. 243, *SR5*) on the Stuffer Shack's system reveals that several calls have been made to a routing hub in the PCC in the last few days.

If the runners gather together any four pieces of the above data, or any others of a similar vein, it will confirm to the team that these are not Aztlan forces but Sioux forces dressed up that way to discredit the Aztlan. This will qualify them for their bonus from Paine.

PUSHING THE ENVELOPE

If more mayhem is needed, gangers or police can respond mid-firefight, attacking one or both sides; or even worse, this can happen during the cleanup.

DEBUGGING

The biggest problem with this scene will come up if you are running short on time. In that case, extrapolating this combat scenario may be for the best. Let the runners go nuts with their attack on the Stuffer Shack to some extent, but their opposition is packing some considerable firepower and is more than willing to use it.

SCENE 5: WRAP IT UP

SCAN THIS

The runners get their pay and a farewell message from their Johnson.

TELL IT TO THEM STRAIGHT

Well, your brief foray into the CAS could have gone better, but it could also have gone a lot worse. Your employer doesn't even meet you for the handoff, just sends one of his security goons with the payment you've earned. He does send a personal message to your commlink, though.

If the runners completed both bonus objectives read the following:

"Hot damn! If you guys are the type of shadowrunners the sprawls are producing, I'm kind of glad I got out of the biz. I'm not sure I could compete! I've sent along your payment and a bonus. Looks like the powers that be were trying to stop the CAS and UCAS getting closer together and wreck our relations with Aztlan in the process. You may not care, but you've done the CAS a service, and whatever diplomatic course we take will be better without outside meddling. Perhaps I'll dial you up for more work in the future.

If the runners succeeded at only one task or bonus objective:

"Well, I'm sure you guys did the best you could with the time you had on your hands, and I appreciate it. I might be in touch in the future when I can give you more time to get warmed up."

BEHIND THE SCENES

The runners get paid and get set to make their way out of town, either by vehicle or plane as appropriate. They must return any loaner gear they've been supplied with before they are paid.

PUSHING THE ENVELOPE

For those who have vehicles to transport the drive home can be an adventure unto itself—if you have the time and/or inclination to make it so.

DEBUGGING

Should not be needed, as things should proceed smoothly and quickly.

PICKING UP THE PIECES

MONEY

As agreed upon, each PC has additional pay coming to total up:

- 4,000¥ for recovering Jana Hurly
- 4,000¥ for neutralizing the "Aztlan" team
- 2,000¥ bonus for correctly identifying the "Aztlan" commandos
- 500¥ per Negotiation hit added to the final payment, up to a max of 6 hits.

KARMA

- 1 for rescuing Jana
- 1 for defeating the Special Forces team
- 1 for discovering the Special Forces team's true origins.
- An additional 1–3 points of Karma may be awarded for good role-playing, a good sense of humor, or a particularly insightful action (this reward is for *Shadowrun, Fourth Edition*; for *Shadowrun, Fifth Edition* the reward for these elements is refreshed Edge). Players should earn these, and the full 3 points should only be awarded to the best players. The maximum Karma award for characters who play this adventure is 6.

LEGWORK

When a PC gets in touch with a contact, make a Connection + Connection test for the contact. The results of this test will determine how many ranks of information the contact knows about the question. (Apply die modifiers to this test based upon relevance of the contact to the subject matter.) A PC then makes a test of Charisma + Etiquette + Loyalty rating. The contact will reveal that many levels of information about that topic for free. (Up to the number of hits scored by the contact for that topic). If the contact knows more, additional information will require a payment to the contact of 200¥.

If the PCs have worked all of their contacts, and are still missing important information, they may request that a contact ask around. If they do so, have the Contact make an extended (Connection + Connection (20 minutes)) Test. Additional information will be available at a cost of 800¥.

A Data Search may also be utilized to gather information from the following charts. They may make an Extended Logic + Data Search Test (*SR4A*) or Computer + Intuition (*SR5*), limited to a number of rolls equal to their dice pool (p. 58, *SR4A*, or p.241, *SR5*). Hits on this extended test may be substituted for hits from a contact, per the standard Data Search chart (p. 220, *SR4A*, or p. 241, *SR5*).

LIVEWIRE

Note: Livewire/Ace has the erased quality. Three hits on a Data Search reveals a conspicuous absence of data.

Contacts	Data Search	Information
0	0	Isn't that an old drink of some kind?
1	3	Fixer and hacker out of the CAS.

2	6	Been quiet these last few years, heard he went political.
3	10	He was running a lot of ops for the Technocrats party.
4	18	He's resurfaced on the Matrix but not in the meat. Rumor is he's gone legit and hides from his past.

MAMA MARTHA

Contacts	Data Search	Information
0	0	I always knew one day you'd be cryin' fo' yo' mama
1	3	Sounds like one of them creepy voodoo chicas out of the Carib League.
2	6	I knew of Martha, she's a real class act. Runs a gambling house and brothel where a body can unwind.
3	10	That establishment is important to her beyond just money, she follows a love loa and that place is her temple.
4	18	She works for the Zobop but she's no petro and doesn't have an evil bone in her body.
5	—	I hear the Zobop keep stashing people in her house without telling her the details a couple of times it's been people she didn't approve of. She ran them out with a vengeance.

ZOBOP

Contacts	Data Search	Information
0	0	Uh yea, zobop to you too
1	3	Voodoo priests and priestesses, kinda like a voodoo mafia.
2	6	They've been pushing north from the Carib League a while now, but they take a lot of flack for being zombie raisers.
3	10	I hear they've got one of their more moderate members exiled up where you are. Pushing them north but keeping out of their hair.
4	18	Her name's Mama Martha. I could arrange an appointment for you for a small fee. (100¥).

CAST OF SHADOWS

TOM PAINE, A.K.A. LIVEWIRE, A.K.A. ACE

Tom is a somewhat attractive dark-haired human male in his early forties. His actual age is somewhere in the early thirties, but he needed surgical alteration to match the identity of the man whose life he took over. He is a gifted technomancer and covert agent, able to do well in almost any situation. In his Tom Paine persona, he dresses well, in dark suits with hidden body armor.

When roleplaying Paine, keep in mind the schismatic nature of his personality. He is absolutely one hundred percent a good person, at least as far as his intentions go. His intentions and end goals are of an absolute purity that doesn't really belong in the Sixth World. Once you get past all that, though, his methods are ruthless, hypocritical, remorseless, and as evil as necessary to accomplish those goals. He would not say that the ends justify the means; rather the means are made irrelevant if the ends come together. He eschews religion, save an enduring belief in the Deep Resonance as a creation of the human spirit, and a long-term affection for the AI Mirage, to whom he credits his abilities.

Paine is what happens when a person with considerable military training and skill is given Resonant abilities late in life, and then tempered by years in the shadows. He is not the sort of individual who does anything without purpose, and he never walks into a room without knowing how he's going to walk out of it.

If it comes to combat, Tom knows he is badly outmatched, but he has one trick that most people don't expect. Once he gets his hands on someone, he can pull them into full VR and then kill or disable them with his Complex Forms. This and his judo training have been the downfall of more than a few who underestimated him as just another hacker.

B	A	R	S	C	I	L	W	Edg	Ess	Res	Init	IP	Arm	CM
4	5	3(4)	3	6	5	6	5	4	5	8	8(9)	2(4)	6/4	0

Skills (Dice Pools): Cybercombat (Blackout) 5, Electronics skill group 11, Hacking (Exploit) 6, Influence skill group 9, Pistols 6, Unarmed Combat 9*
Qualities: Analytical Mind, Erased, Photographic Memory, Technomancer
Submersion Grade: 5
Echoes: Biowire, Mesh Reality, Multiprocessing, Resonance Trodes, SkinLink
Augmentations: Datajack, sleep regulator, synaptic booster 1
Gear: High Fashion suit w/ armor vest
Complex Forms: Blackout (Pyschotropic) 5, Exploit 7, Shielding 4, Smartlink 1, Stealth 7
Registered Sprites: Rating 10 Paladin Sprite
*Note that the ratings for Cybercombat and Hacking are skill only, as these are typically not combined with attributes.

SR5

B	A	R	S	W	L	I	C	Edg	Ess	R
4	5	3(4)	3	5	6	5	6	4	5.3	8

Initiative: 10 + 2d6
Matrix Initiative: 11 + 5d6
Movement: 10/20/+2
Condition Monitor (P/S): 10/11
Limits: Physical 5, Mental 8, Social 8
Armor: 9
Skills (Dice Pools): Cybercombat (Blackout) 11(13), Electronics skill group 11, Hacking (Exploit) 12(14), Influence skill group 9, Pistols 6, Unarmed Combat 9
Qualities: Analytical Mind, Photographic Memory
Submersion Grade: 5
Augmentations: Datajack, sleep regulator, synaptic booster 1
Complex Forms: Cleaner, Diffusion of Attack, Editor, Puppeteer, Resonance Spike

Echoes: Attack Upgrade 1, Data Processing 1, Firewall Upgrade 2, Overclocking
Gear: Armor vest
Registered Sprite: 1 Level 8 Fault Sprite

MAMA MARTHA

Mama Heather Martha is a mamba, or female voodoo mage. She is not a willing Zobop member but serves them out of a debt owed by her family. While she is a powerful mambo in her own right her pacifist views and family obligations often force her into a subservient role to the criminal cartel that she finds frustrating.

She is a strange contradiction; a college educated magic practitioner serving an ancient (and some say evil) cult. She appears as a young elven woman barely out of her teens with almost midnight-black skin and a slender facial structure and body. Her accent bounces between clipped British English and a southern twang.

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	Arm	CM
5	4	4	3	6	5	4	6	4	6	8	9	1	4/0	11/11

Skills (Dice Pools): Assensing 11, Astral Combat 12, Banishing 11, Binding 13, Counterspelling 12, Spellcasting 13, Summoning 13, Unarmed Combat 8
Qualities: College Educated, In Debt, Pacifist
Initiation Level: 2
Spells: Improved Invisibility, Makeover, Manastatic, Physical Mask, Stunbolt, Stunball, Wreck Vehicle
Metamagic: Masking, shielding
Gear: Armor Clothing
Bound Spirits: 3 Force 5 spirits of the gamemaster's choice

SR5

B	A	R	S	W	L	I	C	Edg	Ess	M
5	4	4	3	6	4	5	6	4	6	8

Initiative: 9 + 1d6
Astral Initiative: 10 + 2d6
Movement: 8/16/+2
Condition Monitor (P/S): 11/12
Limits: Physical 5, Mental 7, Social 8
Armor: 6
Skills (Dice Pools): Assensing 11, Astral Combat 12, Banishing 11, Binding 13, Counterspelling 12, Spellcasting 13, Summoning 13, Unarmed Combat 8
Initiation Grade: 2
Metamagics: Masking, shielding
Gear: Armor clothing
Spells: Improved Invisibility, Physical Mask, Stunbolt, Stunball
Bound Spirits: 3 Force 5 spirits of the gamemaster's choice

. . . STORMCROW UNDONE . . .

MISSION SYNOPSIS

After being stranded in Colombia during a run gone wrong, the runners are approached by an agent of Amazonia to go to Bogotá and get footage of the treatment of the tribals and poor in the barrio there by Aztlan. The runners will have the chance to see what is happening in Bogotá before being caught in a riot. For in depth information on Bogotá, see the *War!* sourcebook.

SETTING UP THE ADVENTURE

The basic premise of this adventure is that the runners are in Colombia and are looking for a way to get out. The first trick, then, is getting them to Colombia, since most runners probably are not there. Have the runners hired by Aztlan operatives to root out insurgents in Cartagena, or insurgents looking to hurt their Aztlan rulers. You can start the session with them en route, having accepted an offer that was too tempting to pass up. They land in Cartagena, head toward their meet with Mr. Johnson to get the details of what they are supposed to do. Then you can start on Scene 1.

SCENE 1: THE WHEELS ON THE BUS GO...

SCAN THIS

In this scene the runners are offered a job that will get them out of a foreign country they didn't want to be in.

TELL IT TO THEM STRAIGHT

You head for your meet with Mr. Johnson, he nods your way casually as he approaches from across the street. There is the sound of screams, engine roar, and a sight you may never forget. Your Johnson hit by a speeding bus that doesn't stop. You are left with the sudden realization that you are suddenly left in Cartagena with no job, a load of equipment, and no good way to get back home. You arrived for a meeting and ended up empty. Your promised big pay day just evaporated. But you are not without resources, a good shadowrunner is never out of work for long.

You make a few calls, and your fixer comes through for you. He set up a meet with someone named Stormcrow. Now if you can just keep him from smelling the desperation long enough to do the job and find a way back home.

BEHIND THE SCENES

The runners are stranded in a foreign country and need to make some money and find transportation home. Luckily they are put in contact with a man named Stormcrow. Stormcrow is an agent for Amazonia, the nation that recently lost a war to Aztlan. While the major shooting may be over, the fighting continues. Amazonia is looking to engage Aztlan on the battlefield of public relations. Mr. Johnson wants to get evidence of Aztlan committing human rights violations and use that evidence to turn the citizens of Bogotá, and hopefully the international community, against Aztlan.

The meet with Mr. Johnson happens in the bar at the runners' hotel. It's deserted, as tourists aren't common here. The job is to find and record human rights abuses by Aztechnology and Aztlan. If the team doesn't have recording gear, Stormcrow provides some. He will also provide transportation for the runners to Bogotá. Payment will be 6,000 nuyen and transport back home. Runners can use a Negotiation + Charisma Opposed Test to add 500 nuyen per hit (to a maximum of 5 hits). Stormcrow will give them 1,000 nuyen up front along with the camera gear, but only if the runners are smart enough to ask. Remind them that the more they film, the more likely they will get full pay. One incident is too easy for the Aztechnology PR machine to portray as an isolated incident, and offer up scapegoats. Don't give them anything up front unless they ask. They are also given some information should they want to contact anyone active in opposing Aztlan—there will be a particular pattern on a storefront marking it as a place where insurgents gather. He also provides an overview of the sections of Bogotá. Also, if they ask, Stormcrow can provide a guide for them, but the runners should remember that the guide will have a bias.

DEBUGGING

This is the job offer, and while Stormcrow would love to use outsiders, he will go for local talent if he has to. Attacking is a bad idea. They might take out Stormcrow, but gringos committing

murder here make a quick trip to a nasty prison. If the runners balk at the amount of money, remind them that part of payment for the job is to get out of Colombia without having to go through customs.

SCENE 2: CARS, BARS AND PUDDLEJUMPERS?

SCAN THIS

The runners have taken the job; now to get there. They have two options; either a bus, or a puddle jumper. Both are operated by friends of Amazonia. During the trip, there will be problems. Bandits might hassle the bus, which might cause the runners to get involved, or the puddle jumper might encounter a couple of Aztlan fighters doing a fly by and "routine" challenge, which could require the players to talk their way past them at 7,000 meters.

TELL IT TO THEM STRAIGHT

Okay, you've taken the job, now it's time to get there. Stormcrow has told you to arrive at a private hangar at a local airport (or bus waiting at a garage) to load up to head to Bogotá.

BEHIND THE SCENES

Depending on how the runners decide to get to Bogotá, this can go several ways.

Land: A slightly used Conestoga Vista (p. 110, *Arsenal*; stats below) is available for the overland route. The bus is used for smuggling, so there is room to hide most of the runner's gear in case the bus is stopped by "authorities" en route. The inside has also been upgraded for a little more comfort, since it's an eighteen-hour trip. During this trip, stress that it is hot and humid during refueling stops. The bus will also be harassed by a cell of Amazonian freedom fighters. The freedom fighters will bluster and threaten, but they will eventually let the bus pass. The runners can reduce the harassment with successful negotiation or guarantee a fight by attacking the freedom fighters. If the runners have heavy weapons or armor visible, the freedom fighters are significantly more suspicious.

Air: A Cessna C750 is available (see p. 57). It is flown by a local pilot on a known route so there is less of a danger of being challenged by Aztlan air forces. Aztlan controls the skies above Bogotá. The trip is faster than the bus, and as the runners near Bogotá, a pair of Aztlan military aircraft fly up and challenge the Cessna. Though the runners may be in for a few tense minutes, the fighters will allow the Cessna to continue since it has a valid flight plan and the pilot isn't stupid enough to antagonize Aztlan military aircraft.

DEBUGGING

One of the PCs might have their own vehicle they might want to use. Impress upon them that it is a long trip on land with unpaved roads and the provided vehicle has Off Road capability, which will be critical. If it is too small for the entire group, they could follow behind the bus. If they do not want to use it, Stormcrow will make arrangements to ship it home while they are in Bogotá. If they take their own vehicle, make it a harder showdown with freedom fighters who harass and are suspicious of gringos.

Vital Statistics

FREEDOM FIGHTERS (PROFESSIONAL RATING 3)

Eight human rebels man the roadblock while eight more wait hidden in the jungle.

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	5	5	4	3	4	4	4	6	9	1	8/6	10

Skills (Dice Pools): Etiquette 6, Firearms skill group 8, Infiltration 9, Survival 8
Gear: Armor jacket, AR goggles [Capacity 2, w/ low-light vision, smartlink]
Weapons:
- AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC –, 38(c), Smartlink]
- Survival Knife [Blade, Reach –, DV 3P, AP –1]

SR5

B	A	R	S	W	L	I	C	Ess
4	5	5	4	4	4	4	3	6

Initiative: 9 + 1d6
Movement: 10/20/+2
Condition Monitor (P/S): 10/10
Limits: Physical 6, Mental 6, Social 6
Armor: 12
Skills (Dice Pools): Etiquette 6, Firearms skill group 8, Sneaking 9, Survival 8
Gear: Armor jacket, AR goggles [Capacity 2, w/ low-light vision, smartlink]
Weapons:
- AK-97 [Assault Rifle, Acc 5(7), DV 10P, AP -2, SA/BF/FA, RC –, 38(c)]
- Survival knife [Blade, Acc 5, Reach –, DV 6P, AP -1]

SCENE 3: ARRIVAL

SCAN THIS

The runners have made it to Bogotá. They need to get to the barrio and get a lay of the land, find out what's what, and who's who.

TELL IT TO THEM STRAIGHT

You've arrived in Bogotá; now you wish you could leave. It's hot, humid, dirty, and you saw something fly by that you first thought was a bird, but when you looked closer you saw it had six legs and a solid black shell. Why anyone would want to live here is one question; why anyone would fight to take it over is quite another. But that's Aztlan for you. Most of what you can see of the poverty here makes you miss the Barrens.

BEHIND THE SCENES

The runners have arrived, now they need to find the best place to get their dirt. They have several good places to go; have them cover the different zones in a tour so they can decide what zone is best to do the filming:

Zona Norte: This zone is controlled by the cartels featuring their bordellos, gambling dens, and drug manufacturing facilities. The Olaya and the Andes cartels are fighting over the area, making it still feel war-torn even though the fighting between Aztlan and Amazonia has subsided. The Catholic Church has a strong presence here, running outreach programs and schools. Due to damage from Aztlan bombs, these schools have the only working wireless in the zone.

Zona Oeste: This area is tightly patrolled by Aztlan and Aztechnology, from the teocallis to the Aztechnology Business Complex, which shows signs of RPG damage. It's sparkling clean compared to the rest of Bogotá. Paved roads, functional utilities, malls and even state-run hospitals can be found in Zona Oeste. It also has functioning wireless Matrix access which many other sections of Bogotá do not due to damage. All around are trappings of the Aztlan state religion, schools and prisons run by Aztlan, and no trace of a Catholic presence.

Zona Centrico: This is the center of Bogotá, and it still shows lots of damage from Aztlan air strikes, including structural damage to the Palace of Justice and the National Capitol building. The area around these buildings feels off. The mana in the area around the Palace of Justice is tainted, and the Pemex Arcology reeks of death from the thousands of squatters who were killed by Aztlan bombs after the Arcology was abandoned. The Catholic Church has an enormous presence here, from cathedrals to outreach clinics to schools. The Bogotá newsnets are all run by Horizon. Once state run, Horizon took these newsnets over when the government collapsed. They are the only source of news that is "unbiased" and free from government propaganda.

Zona Sur: Heavily rural, other than the big cartel farms, many smaller ones are being swallowed by the rapidly growing rainforest and Sangre Del Diablo trees. The zone sees lots of violence between the Olaya, the Andes, and the David cartels, who still have vast areas where they grow the ingredients for Awakened and street drugs. The mountainous area of this zone has groups such as GreenWar and Primeria Vega that are believed to be hiding out despite an overabundance of Sangre Del Diablo trees making several areas uninhabitable. The area also sees a great deal of toxic shamans. The environmental damage from the automobile and drone factories, chemical labs, quarries, smelting plants, and strip mines attracted these types of shamans. The focus for this is the Don Juan landfill. Aztlan and Aztechnology have dumped a great deal of toxic and biological waste, which has helped fuel these toxic shaman's magic.

DEBUGGING

This is the tour section; as they travel, the PCs will be deciding where to dig up their dirt. The sooner the runners decide on a zone and get started, the sooner they get to go home. Unless they park in the Aztlan area and use the Matrix, they are going to either need to hire a guide, ask for a guide from Stormcrow, or do a lot of this on foot themselves. Keep in mind that if they hire a guide or ask for one, the guide will have a bias and show them what they think they would want to see. If it is a guide with Amazonian sympathies (somewhat rare these days but not impossible to find), they will focus on all the abuses by Aztlan and Aztechnology and will stay away from Zona Oeste. If they hire one in Zona Oeste, it's likely they will have the opposite effect; Zona Oeste will get a lot of play, and the guide will likely not want to venture out into the rest of Bogotá given that many people in Zona Oeste are viewed as Aztlan spies.

SCENE 4: MEDDLESOME PRIESTS

SCAN THIS

The Catholic Church has a large influence in Bogotá mostly due to their history and since the invasion by Aztlan and Aztechnology has been trying to save the Colombian culture. This has made it the target of crackdowns, and the runners have a chance to record one of those as it happens.

TELL IT TO THEM STRAIGHT

A large gothic structure dominates this section of the street. It's both beautiful and sad at the same time. There is a crowd standing around outside a building to this church's side. Many look like mothers with underfed children; others with more serious injuries are taken in quickly.

BEHIND THE SCENES

In this scene, the runners come upon a free clinic being run by the Catholic Church, giving out food, medical care, and a place to sleep. After a time, the runners see a paddy wagon with armed Aztlan forces show up, and the troopers forcibly detain those running the clinic. If the runners decide to interview some of those around the clinic, the citizens blame shortages of food and medical care on Aztlan. They claim that Aztlan is punishing their neighborhood for sheltering pro-Amazonian forces during the war. The attacks have destroyed some farms that used to provide food, and medical practitioners have been killed or gone missing, especially those who are Awakened.

DEBUGGING

There will be a lot of troops showing up to make these arrests. If the PCs decide to get involved, the Aztlan troops respond with deadly force. This scene can occur in either Zona Norte or Zona Centrico.

AZTLAN SOLDIERS (PROFESSIONAL RATING 3)

Human

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	5	4	3	3	4	3	4	6	8	1	14/12	10

Skills (Dice Pools): Etiquette (Military) 6 (8), Firearms skill group 9, Perception 7, Survival 7

Gear: Light military armor (w/ Mobility upgrade), military helmet

Weapons:

Ares Predator IV [Heavy Pistol, DV 5P, AP –1, SA, RC —, 15(c), w/ 6 extra clips]

FN HAR [Assault Rifle, DV 6P, AP –1, SA/BF/FA, RC 2, 35(c), w/ 9 extra clips]

SR5

B	A	R	S	W	L	I	C	Ess
4	5	4	3	4	3	4	3	6

Initiative: 8 + 1d6
Movement: 10/20/+2
Condition Monitor: 10
Limits: Physical 5, Mental 5, Social 6
Armor: 18
Skills (Dice Pools): Etiquette (Military) 6 (8), Firearms skill group 9, Perception 7, Survival 7
Gear: Full Body Armor, Full Helmet
Weapons:
- Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP –1, SA, RC–, 15(c), w/ 6 extra clips]
- FN HAR [Assault Rifle, Acc 5(6), DV 10P, AP –2, SA/BF/FA, RC 2, 35(c), w/ 9 extra clips]

AZTLAN MAGE (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	M	Init	IP	Arm	CM
4	4	5	3	3	5	5	4	6	6	10	1	12/10	10

Skills (Dice Pools): Conjuring skill group 10, Etiquette (Military) 6(8), Firearms skill group 6, Perception 9, Spellcasting skill group 11
Qualities: Magician (Hermetic)
Initiate Grade: 1
Metamagic: Shielding
Gear: Light military armor (w/military helmet, biomonitor, autoinjector w/Stim 4)
Spells: Armor, Heal, Invisibility, Lightning Bolt, Stunbolt
Weapons:
- Ares Predator IV [Heavy Pistol, DV 5P, AP –5, RC–, 15(c)]
- Nitaman Optimum II [Assault Rifle, DV 6P, AP –1, SA/BF/FA, RC 1, 30(c)]

SR5

B	A	R	S	W	L	I	C	Ess	M
4	4	5	3	4	5	5	3	6	6

Initiative: 10 + 1d6
Astral Initiative: 10 + 3D6
Movement: 10/20/+2
Condition Monitor: 10
Limits: Physical 5, Mental 7, Social 6
Armor: 18
Skills (Dice Pools): Conjuring skill group 10, Etiquette (Military) 6(8), Firearms skill group 6, Perception 9, Spellcasting skill group 11
Initiate Grade: 1
Metamagic: Shielding
Gear: Full body armor (w/military helmet), 4 stim patches (Rating 4)
Spells: Armor, Heal, Invisibility, Lightning Bolt, Stunbolt
Weapons:
- Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP –1, SA, RC–, 15(c)]
- FN HAR [Assault Rifle, Acc 5(6), DV 10P, AP –2, SA/BF/FA, RC 2, 35(c)]

SCENE 5: GHETTOS ARE THE SAME EVERYWHERE

SCAN THIS

The PCs are about to enter a section of Hell. They find a part of the city that still seems like a war zone, filled with danger, dark places, and desperate people willing to do most anything to survive.

TELL IT TO THEM STRAIGHT

You make a right turn not too far from the clinic, and you step into a scene that's straight out of a trid horror show. You know the Barrens in Seattle are bad, but this is worse, if only for the amount of ammunition in the air at any given time. There are entire buildings with wall sections missing or crumbling. Stains on walls you don't want to identify. Bloated corpses are hidden off to the side of the street; victims of whatever ongoing fighting keeps this neighborhood in turmoil. There is the sound of something in a dark alley attacking someone; at least the sounds from the victim seem to be metahuman screams. A few brave souls watch from corners or doorways with sunken eyes that scream out for help or hunger. When you spot a person moving, they are gaunt—ghoul-like at worst, or simply dirty at best.

BEHIND THE SCENES

In this neighborhood, the runners find squatters living in bad conditions and crumbling buildings, fighting with dangerous Awakened animals and each other for food and living space. Any individuals they decide to interview are likely to want some food as payment. The situation is desperate here; almost no one has access to food or shelter, and the denizens of the area fight over what little resources there are. There are also nasty critters and Awakened plants to contend with and keep the area dangerous.

DEBUGGING

There are a number of things that can go wrong here. If the runners decide to help the victim being attacked in the alley, they will find a horde of devil rats attacking a person, and the rats are still hungry. The runners may decide to offer food in exchange for interviews. If they do, word will spread quickly and the runners may find themselves overwhelmed by a crowd of desperate beggars. They aren't looking for a fight, but it doesn't take much to turn a bunch of hungry people to a starving mob. These people are barely armed, though, and will flee if the runners use magic or fire weapons at them.

DEVIL RATS (6)

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	CM
2	5	5	1	5	5	2	3	2	6	3	10	1	9

Skills (Dice Pools): Climbing 4, Dodge 8, Infiltration 9, Perception 7, Unarmed Combat 8
Powers: Animal Control (Ordinary Rats), Concealment (Self Only), Immunity (Toxins), Natural Weapon (Bite)
Weaknesses: Allergy (Sunlight, Mild)
Weapons:
- Bite [Reach –1,DV 1P, AP –]

SR5

B	A	R	S	W	L	I	C	Edg	Ess	M
2	5	5	1	3	2	5	5	2	6	4

Initiative: 10 + 1d6
Movement: 5/10/+1
Condition Monitor (P/S): 9/10
Limits: Physical 3, Mental 4, Social 7
Armor: 0
Skills (Dice Pools): Climbing 6, Gymnastics10, Perception 9, Running 3, Sneaking 11, Unarmed Combat 10
Powers: Animal Control (Ordinary Rats), Concealment (Self Only), Natural Weapon (Bite: DV 2, AP –, -1 Reach)
Weaknesses: Allergy (Sunlight, Mild)

DEMON RAT (GAMMA, 2)

B	A	R	S	C	I	L	W	Edg	Ess	M	Init	IP	Arm	CM
5	5	5	4	5	5	4	4	3	6	6	9	2	0/0	11

Skills (Dice Pools): Climbing 2, Exotic Ranged Weapon (Corrosive Spit) 3, Infiltration 3, Perception 3, Unarmed Combat 3
Powers: Gestalt Consciousness, Animal Control (Devil Rats, Rats), Concealment, Corrosive Spit, Immunity (Pathogens, Toxins), Natural Weapon (Bite), Regeneration
Weaknesses: Allergy (Sunlight, Moderate)
Weapons:
- Bite [Reach –1, DV 4P, AP –1], Corrosive Spit [DV 6P, Range 5 meters, Resisted with 1/2 Impact Armor]

SR5

B	A	R	S	W	L	I	C	E	Ess	M
5	5	5	4	4	4	5	5	3	6	6

Initiative: 10 + 1d6
Movement: 10/20/+1
Condition Monitor (P/S): 11/10
Limits: Physical 6, Mental 6, Social 7
Armor: 0
Skills (Dice Pools): Climbing 6, Exotic Ranged Weapon (Corrosive Spit) 8, Perception 8, Unarmed Combat 8
Powers: Animal Control (Devil Rats, Ordinary Rats), Concealment (Self Only), Corrosive Spit (DV 12P, AP –6), Natural Weapon (Bite: DV 4, AP –, –1 Reach), Regeneration
Weaknesses: Allergy (Sunlight, Moderate)

DESPERATE PEOPLE (PROFESSIONAL RATING 1)

Human

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	4	3	3	2	3	2	2	6	6	1	6/4	10

Skills (Dice Pools): Athletics skill group 4, Blades 7, Dodge 5, Perception 6, Unarmed Combat 7
Weapons:
- Knife [Blade, Acc 5, Reach –, DV 4P, AP –1]

SCENE 6: KEEP YOUR FRIENDS CLOSE, AND YOUR ENEMIES CLOSER

SCAN THIS

When first offered this job, Stormcrow made it clear that insurgents and rebels continued to resist Aztlan's control of Bogotá, and he informed the PCs of signs that mark places where they could get help from anti-Aztlan operatives. In this scene, the runners can take advantage of that knowledge to get a little help.

TELL IT TO THEM STRAIGHT

The sections of the city you've seen are bad, and then you notice the sign Stormcrow described to you. Inside is an anti-Aztlan operative; maybe you can get a little more information inside. There seems to be a crowd outside, and many seem to need some sort of medical attention, or they are suffering from malnutrition.

BEHIND THE SCENES

Upon seeing a sign that was given to them by Stormcrow, the runners recognize a clinic, but as they approach, they see that some are being turned away because they do not seem to agree with what they are asking them to pay. If they decide to interview anyone outside, they'll find that there is a significant shortage of money in the crowd. All that most of these people want is to live in peace and take care of their families, but they are being prevented from getting the care they need because the insurgency needs funds. The PCs have a choice—do they actually film this? After all, this is not the dirt they were hired to dig up.

DEBUGGING

The PCs might decide to confront the people running the clinic. Those in charge should remind the players they are fighting

a war, and they need all the help they can get in terms of assets and personnel. Also, they will say there are other clinics those that can't pay can go to. The clinic doesn't have any hidden assets for protection. Zona Sur or Zona Norte is the most likely spot for this scene.

Vital Statistics

REBELS (PROFESSIONAL RATING 3)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	5	5	4	3	4	4	4	6	9	1	8/6	10

Skills (Dice Pools): Etiquette 6, Firearms skill group 8, Infiltration 9, Survival 8
Gear: Armor jacket, AR goggles [Capacity 2, w/ low-light vision, smartlink]
Weapons:
- AK-97 [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC –, 38(c), w/ smartlink]
- Survival knife [Blade, Reach –, DV 3P, AP -1]

SR5

B	A	R	S	W	L	I	C	Ess
4	5	5	4	4	4	4	3	6

Initiative: 9 + 1d6
Movement: 10/20/+2
Condition Monitor: 10
Limits: Physical 6, Mental 6, Social 6
Armor: 12
Skills (Dice Pools): Etiquette 6, Firearms skill group 8, Infiltration 9, Survival 8
Gear: Armor jacket, AR goggles [Capacity 2, w/ low-light vision, smartlink]
Weapons:
- AK-97 [Assault Rifle, Acc 5(7), DV 10P, AP -2, SA/BF/FA, RC –, 38(c)]
- Survival knife [Blade, Acc 5, Reach –, DV 6P, AP -1]

SCENE 7: POWDER KEG

SCAN THIS

Aztlan intelligence has spotted the runners in the barrio, recording things it doesn't want them too; so they send a team down there to take care of the problem. The Aztlan team opens fire with no regard for the innocent bystanders, setting off a riot in the barrio. Once the riot starts, the runners are also targets. They need to get the footage back to Stormcrow or find a better offer.

TELL IT TO THEM STRAIGHT

As you are finishing the last of your filming, your commlink rings. Once you get over your surprise at getting a signal in this hellhole, you answer it to find a Latino gentleman smiling at you with a grin that is one part used car dealer and one part jaguar.

"I have learned that you are providing propaganda footage for Amazonia, and I was hoping I could offer you an alternative deal. You are not native to Bogotá, so you may not understand what is happening here, I can fix this. My offer is, you turn over the footage to me, and I see to it that you are flown out of here. If you decide not to turn it over, you become a problem that I will have to remove."

BEHIND THE SCENES

On the other end of the call is an Aztechnology PR suit. Aztlan intelligence has spotted the PCs shooting footage for propaganda purposes, and they are not happy. They are willing, though, to make the problem go away with money.

If they don't take the deal, the Aztechnology suit will be disappointed and cut the connection. They will then be attacked by an Aztechnology strike team. During the first round of combat a stray shot will hit a child in the crowd. This is a match to a dry tinderbox. The bystanders will attack the strike team en masse, tearing apart the soldiers and looking for more ways to vent their rage. The stronger the Aztechnology response, the more violent the rioters become, moving towards Zona Oeste, the seat of Aztlan power, and destroying everything in their path. They will attack every foreigner, Aztechnology worker, or perceived Aztlan sympathizer they can find. The people are desperate, and the child's death has spurred them to riot.

If they take the deal, the runners will not get paid, but they will get a free pass out of Bogotá. The Aztechnology rep gives the runners a comm code to which they can transmit their recorded data. Once the footage is transmitted, the PR guy reviews it and sees that the runners witnessed the Aztechnology attack on the free clinic. He decides to get the runners out of the country quickly and sends the strike team to escort them out. Unknown to the PR man, this comm code was compromised by Amazonia, and the free clinic footage is leaked to the people of Bogotá. The attack and the cover up inspire the people to a riot that catches up to the runners before they can get out of the city. The Aztechnology strike team opens fire, trying to disperse the crowd. Instead, the rioters surge over the strike team and tear them apart, leaving the runners to flee for their lives.

DEBUGGING

This scene is the start of the riot, either during a firefight between the PCs and soldiers, or when the soldiers open fire on the crowd. If the PCs decide to stand and fight the mob, impress upon them that regardless of the amount of firepower they bring to bear, the Aztechnology soldiers are literally torn limb from limb—there are simply too many angry citizens for them to stop. If the runners stick around and fight, they are in for the same treatment.

INCOMING FEED...

Aztl Stations

AZTLAN STRIKE TEAM (PROFESSIONAL RATING 3, 12 SOLDIERS)

Human

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
4	5	4	3	3	4	3	4	6	8	1	14/12	10

Skills (Dice Pools): Firearms skill group 9, Etiquette (Military) 6 (8), Perception 7, Survival 7
Gear: Light military armor (Mobility upgrade), military helmet
Weapons:
Ares Predator IV [Heavy Pistol, DV 5P, AP -1, SA, RC –, 15(c), w/ 6 extra clips]
FN HAR [Assault Rifle, DV 6P, AP -1, SA/BF/FA, RC 2, 35(c), w/ 9 extra clips]

SR5

B	A	R	S	W	L	I	C	Ess
4	5	4	3	4	3	4	3	6

Initiative: 8 + 1d6
Movement: 10/20/+2
Condition Monitor: 10
Limits: Physical 5, Mental 5, Social 6
Armor: 18
Skills (Dice Pools): Etiquette (Military) 6 (8), Firearms skill group 9, Perception 7, Survival 7
Gear: Full body armor, full helmet
Weapons:
Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP -1, SA, 15(c), 6 extra clips]
FN HAR [Assault Rifle, Acc 5(6), DV 10P, AP -2, SA/BF/FA, RC 2, 35(c), 9 extra clips]
Note: The first shots from the strike team will hit a young girl in the crowd and start a riot. The strike team is only provided for flavor and will be overwhelmed by the rioters by turn two. None of them survive.

DESPERATE RIOTERS (PROFESSIONAL RATING 1)

B	A	R	S	C	I	L	W	Ess	Init	IP	Arm	CM
3	3	3	3	2	3	2	2	6	6	1	6/4	10

Skills (Dice Pools): Athletics skill group 4, Blades 5, Dodge 4, Perception 5, Pistols 5, Unarmed Combat 5
Weapons:
Streetline Special [Hold-out, DV 4P, AP –, SS, RC –, 6(c)]
Knife [Blade, Reach –, DV 3P, AP –]

SR5

B	A	R	S	W	L	I	C	Ess
3	3	3	3	2	2	3	2	6

Initiative: 6 + 1d6
Movement: 8/16/+2
Condition Monitor: 10/10
Limits: Physical 4, Mental 3, Social 4
Armor: 6
Skills (Dice Pools): Athletics skill group 4, Blades 5, Gymnastics 4, Perception 5, Pistols 5, Unarmed Combat 5
Gear: Armor clothing
Weapons:
Streetline Special [Hold-out, Acc 4, DV 6P, AP –, SS, RC –, 6(c)]
Knife [Blade, Acc 5, Reach –, DV 4P, AP -1]
Note: The rioters will just keep coming. Whether the runners are fighting the Aztlan soldiers or working with them, they will be buried in a sea of starving, enraged rioters. The runners only hope for survival is to *run*!

SCENE 8: DUMP AND GO

SCAN THIS

With the riot occurring, the runners need to go, *fast*. They need to make contact with someone, give them the footage, and get out of town while dodging an ever-growing riot.

TELL IT TO THEM STRAIGHT

Great, somehow a firefight has started a full-blown riot, and now you think it is time to get the hell outta Dodge. The question is, who do you trust to get you out?

BEHIND THE SCENES

This will be a chaotic scene, with the runners trying to stay one step ahead of the riot. They also need to contact someone about unloading the footage. The players have three options: try to find another Amazonia contact and hope they can get them out, call Aztechnology back and hope they are still interested in a deal (providing one was not reached earlier), or get in touch with Horizon. Getting in touch with people in Bogotá is difficult, as wireless service is irregular. If they want to have an uninterrupted conversation, they should probably find someplace they can sit and make a call. While making the call, some of the rioters may come upon them, forcing them to move, or if they get lucky they find a café or school with wireless access. Or they can make their way to the Horizon buildings in Zona Centrico. To avoid the mob, they need to make Stealth (2), Con (2), or Disguise (2) checks; they need to blend in so they are not noticed by the mob.

Amazonia: Will deal straight up with the runners, and will get the runners out of Bogotá and back to Seattle or New York with pay. The footage from their clinic will not be shown, if actually filmed.

Aztechnology: Will grudgingly deal with the runners. They blame the runners for the riot but want to get all of the copies of the runners' footage. If Aztechnology gets the footage, it will disappear forever. They don't want to pay anything, but they can get the runners out smoothly and easily.

Horizon: Will deal with the runners straight up, and in lieu of bonus pay will get them out of Bogotá in a corporate plane, as quickly as they can. They are technically neutral in this situation, but they can make use of material that makes Aztlan (and by extension Aztechnology) look bad. Though their assets are threatened by this riot, they do not blame the PCs.

DEBUGGING

A lot can go wrong if the PCs decide to stand up to the growing riot, no matter how powerful the PCs are. Hopefully watching a group of soldiers getting ripped apart will impress upon them that if they stick around, they are dead. If they don't get the message, you can have the mob severely injure or even kill a runner, just to make it clear how desperate, rampaging, and numerous the mob is. The players *cannot* endlessly debate who to go to. Every second counts. If the runners find a place to hole up, roll Perception + Intuition for the mob to notice them.

PICKING UP THE PIECES

MONEY

- 6,000¥ plus an additional 500¥ per net Negotiation hit, up to a maximum of 5 net hits. 1,000¥ can be paid up front.
- Transportation back to the runner's home city.

Note: If the runners give the information to Aztechnology or Horizon, they forfeit any money from Stormcrow other than what they got up front.

KARMA

- 1 – Find and film various areas and the conditions there.
- 1 – Interview people at each location filmed at.
- 1 – Avoid and survive the riot.

An additional 1–3 points of Karma may be awarded for good role-playing, a good sense of humor, or a particularly insightful action (this reward is for *Shadowrun, Fourth Edition*; for *Shadowrun, Fifth Edition* the reward for these elements is refreshed Edge). Players should earn these, and the full 3 points should only be awarded to the best players. The maximum adventure award for characters who play this adventure is 6.

REPUTATION

During the adventure, runners may perform actions that will add to their Street Cred, Notoriety, or Public Awareness (p. 265, *SR4A*, or p. 372, *SR5*). Besides the scenario specific gains listed below, gamemasters should consider the characters' actions throughout the game and award additional points as appropriate.

Runners gain 1 point of Notoriety for selling the information to either Horizon or Aztechnology.

CAST OF SHADOWS

STORMCROW

Stormcrow is an Amazonian expatriate living in Colombia. He arranges weapons, operatives, and other necessities for Amazonia. Little is known about this individual, where he came from or what his real name is. Stormcrow walked out of the Amazonian jungle to provide assets against Aztlan.

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	5	4	3	6	4	4	6	4	5.8	8	1

Active Skills (Dice Pools): Con 12, Dodge 6, Electronics skill group 6, Etiquette11, Pistols 7, Pilot Aircraft (Rotorcraft) 6(8), Intimidation 9, Negotiation 12, Perception 8
Knowledge Skills (Dice Pools): Aztechnology 7, Amazonia 8, Brazilian Culture 8, Colombian Culture 8
Language Skills (Dice Pools) Portuguese N, English 7, Spanish 7, Japanese 7, German 7
Augmentations: Implanted commlink
Commlink: Custom Built, all programs and attributes Rating 6
Gear: Glasses [Capacity 1, w/ image link], non-mobile emotitoy necklace (4)

SR5

B	A	R	S	W	L	I	C	Edg	Ess
4	5	4	3	6	4	4	6	4	5.8

Initiative: 8 + 1d6
Matrix Initiative:
Movement: 10/20/+2
Condition Monitor (P/S): 10/11
Limits: Physical 5, Mental 6, Social 8
Armor: 0
Skills (Dice Pools): Con 12, Gymnastics 6, Electronics skill group 6, Etiquette 11, Intimidation 9, Negotiation 12, Perception 8, Pistols 7, Pilot Aircraft (Rotorcraft) 6(8)
Augmentations: Implanted commlink (Device Rating 6)
Gear: Glasses [Capacity 1, w/ image link]

Vital Statistics

CONESTOGA

Handl	Accel	Speed	Pilot	Body	Arm	Sens
-3	15/25	90	1	20	4	1

Upgrades: Amenities (Squatter), Smuggling Compartments, Off-Road Suspension, Rigger Adaptation, Satellite Communcation
Weapon Mount:
Internal, Turret, Remote: Vigilant Light Autocannon [DV 8P, AP -4, FA, 200 (Belt)]

SR5

Handl	Speed	Accel	Bod	Armor	Pilot	Sens	Seats
3/2	3	2	20	7	1	2	60

Upgrades/Accessories: Amenities (Squatter), Smuggling Compartments, Off-Road Suspension, Satellite Communications

CESSNA C750

Handl	Accel	Speed	Pilot	Body	Arm	Sens
-1	20/90	340	2	18	4	1

Upgrades: Amenities (Low), Smuggling Compartments, Rigger Adaptation

SR5

Handl	Speed	Accel	Bod	Armor	Pilot	Sens	Seats
3	5	3	18	4	2	2	4

Upgrades/Accessories: Amenities (Low), Smuggling Compartments, Rigger Adaptation
Heavy Weapon Mount: RPK HMG [Machine Gun, Acc 5, DV 12P, AP -4, FA, RC (6), 100(belt)]

DEBRIEFING LOG

SHADOWRUN

PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO

CMP 2010-05 - LOST ISLANDS FOUND

When news of ruins appearing on an island comes up, several groups want to have exclusive rights. Now you need to remove some of the competition.

SYNOPSIS

- ○ Professor was killed
- ○ Professor protected throughout the mission

MISSION RESULTS

Names	Character Improvement	Karma Cost

TEAM MEMBERS

IMPROVEMENT

KARMA		REPUTATION	
Previous Available	_____	Street Cred	_____
Earned	_____	Notoriety	_____
Spent	_____	Public Awareness	_____
Remaining Available	_____		
New Career Total	_____		

NUYEN		INFORMATION	
Previous Available	_____ ¥	GM's Name	_____
Earned	_____ ¥	GM's Signature	_____
Spent	_____ ¥		
Remaining	_____ ¥		

CONTACTS AND ITEMS GAINED OR LOST

DEBRIEFING LOG

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DEBRIEFING LOG

SHADOWRUN

PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO

CMP 2010-06 - DECONSTRUCTING PATRIOTS

The New Revolution came a hair's breadth from success. In the fallout, many of their supporters went to ground. It's time to bring a few of them into the light.

SYNOPSIS

- ○ Jones was turned over to the UCAS
- ○ Jones was turned over to Ares
- ○ Grendel was successful
- ○ Grendel was betrayed

MISSION RESULTS

Names	Character Improvement	Karma Cost

TEAM MEMBERS

ADVANCEMENT

KARMA

Previous Available	_____
Earned	_____
Spent	_____
Remaining Available	_____
New Career Total	_____

REPUTATION

Street Cred	_____
Notoriety	_____
Public Awareness	_____

NUYEN

Previous Available	_____ ¥
Earned	_____ ¥
Spent	_____ ¥
Remaining	_____ ¥

GM INFORMATION

GM's Name

_____

GM's Signature

_____

CONTACTS AND ITEMS OBTAINED/NOTES

DEBRIEFING LOG

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DEBRIEFING LOG

SHADOWRUN

PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO

CMP 2010-07 - CONGRESSIONAL CONSPIRACIES

Unification. That one word could destroy the CAS or start another war. With conflicts simmering throughout the world, there can be a profit in war and even more profit in rearmament beforehand.

SYNOPSIS

- ○ Jana rescued
- ○ Jana died
- ○ The terrorists were unaffected
- ○ The terrorists were stopped
- ○ The terrorists were exposed

MISSION RESULTS

Names	Character Improvement	Karma Cost

TEAM MEMBERS

ADVANCEMENT

Previous Available		Street Cred	
Earned		Notoriety	
Spent		Public Awareness	
Remaining Available			
New Career Total			

KARMA

REPUTATION

Previous Available	¥	GM's Name	
Earned	¥		
Spent	¥	GM's Signature	
Remaining	¥		

NUYEN

GM CERTIFICATION

CONTACTS GAINED AND ITEMS OBTAINED OR NOTES

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DEBRIEFING LOG

SHADOWRUN

PLAYER _____ DATE / /

CHARACTER _____ LOCATION _____

PERSONAL INFO

CMP 2010-08 - STORMCROW UNDONE

If you provide the pictures, I'll provide the war. When pictures come out that the war is being supported for the wrong reasons, the media needs to find a new way to spin.

SYNOPSIS

- ○ Successfully got footage and interviews from 3 locations
- ○ Turned the information over to Stormcrow
- ○ Turned the information over to Aztlan
- ○ Turned the information over to Horizon

MISSION RESULTS

Names

TEAM MEMBERS

Character Improvement | Karma Cost

ADVANCEMENT

Previous Available _____
Earned _____
Spent _____
Remaining Available _____
New Career Total _____

KARMA

Street Cred _____

Notoriety _____

Public Awareness _____

REPUTATION

Previous Available _____ ¥
Earned _____ ¥
Spent _____ ¥
Remaining _____ ¥

NUYEN

GM's Name _____

GM's Signature _____

VALIDATION

CONTACTS/SPECIAL ITEMS GAINED OR LOST/NOTES

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Incoming.....

>>>Begin Intercept Knowbot Protocol

>>>Target Location: New Revolution PLTG

>>>Login Successful, Decryption Successful, idling

.....

>>>Communications Links Active, Recording

>>>Ace ID Logged On.

>>>Liberty Mother ID Logged On.

LM: Heya Tommy, everything's going good on our end. We've got the Pres in the bag and should have him back to the holding area shortly. How's things look on yours?

>>>>>Interrupt: Voice ID Confirmed. Liberty Mother is Staff Sergent Williams UCAS Army. Known New Revolution Conspirator. Historical note: Killed President Kyle Haeffner before he could be rescued by UCAS Special forces.

Ace: Don't use my real name. I don't trust this channel. I just got the file you sent over for transmission by Braddock. What the frag are you guys pulling? This accuses the NAN of nuking us, do you want to start a war on top of everything else?

LM: Look honey I didn't make the plan, but you gotta break a few eggs to make an omelet. We got this in the bag. Just soldier on a little bit more and all this will fall into place and when the dust settles you'll have a good spot in the new order. Can even be in charge if you want.

Ace: This has never been about the promotion, damnit this was sposed to be about bringing America back, not destroying it in the process!

LM: You idealists are so cute! Anyway I got a coup to run, make sure the e-mail gets through on time okay techgeek? We're on a deadline.

>>>ID Liberty Mother has logged off.

>>> ID Mover has logged on.

Ace: You heard?

Mover: Yea I did, cocky slitch ain't she? Listen kid I don't need to tell you that this situation stinks. Now I don't care about old America either way but I kinda like you. My advice, get far far away.

Ace: What about you?

Mover: Shit kid I've got my exit already planned, I'm going to make a few calls and cash in a few favors. It'll cost me but I can get clear of this. I hope you'll take no offense when I say that I hope to never hear from any of you jokers again.

Ace: Same to you, good luck I've got some calls of my own to make.

>>> ID Ace has logged off. Trace on ID Ace failing.

>>>Analysts note: Resonant activity statistically likely.

>>>ID Mover has logged off.

>>>Further intercepts report a text message to an Ares holding in Manhattan. Offices of a Mr. Johnson text is as follows: "This is Jones, I was told to use this if I ever wanted to call in that favor. I'm calling it in now."

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